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#### XBM ISSUE 8



had up its sleeve. What we didn't know was just how good it would actually be. Xbox's performance at the recent E3 trade show was nothing short of spectacular. Microsoft had the games, the announcements and the razzamatazz that the others lacked. Sure, Nintendo had quality with Mario and Zelda but not the strength in depth. Sure, Sony had hundreds of titles but it did not have the quality. Xbox had both: quality and quantity.

E AND WELL! We had a feeling that it would be good. We had a feeling that we were just about to see what Xbox

Some 200 games will available by Christmas, most of which you'll find in our feature starting on page 31. As testament to just how many quality titles there are coming to Xbox we had to leave some out - don't worry we'll be covering these in the coming months.

There's also the not-so-small matter of Xbox Live and the 'future of gaming'. You can find out about how Xbox and online gaming works on page 12.

So the future is here and it's Xboxshaped. Or something. The Americans are psyched, we're psyched and by the end of the mag you will be as well! Enjoy.

NICK JONES



#### **METAL GEAR SOLID 2 SUBSTANCE**

FEATURE At last, a PS2 game we're glad to see on Xbox!



#### **COMMANDOS 2:** MEN OF COURAGE

**REVIEW** Listen up maggots! One, two three, four... We love Marine Corps! Or at the very least we love this Second World War strategy masterpiece.



#### **HUNTER: THE** RECKONING

**REVIEW** Are you the hunter or the hunted? Our money's on the thousand or so zombies crying out for your flesh in this horrific blaster!

## QUICK FIX

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## STAR WARS: JEDI STARFIGHTER

PAGE 76
REVIEW "Not just the men, but the women and the children as well!" This and other great Episode II moments are not to be found in the latest Star Wars game.

#### **PANZER** DRAGOON ORTA

**UP FRONT** Be a firestarter, a twisted firestarter in SEGA's reimagining of the classic Saturn dragon shooter.

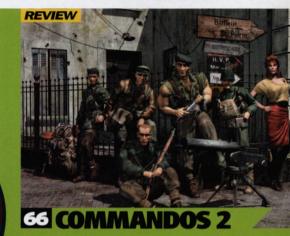


THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING

# CONTENIS



## METAL GEAR SOLID 2 SUBSTANCE



XBOX



















## **FEATURES**

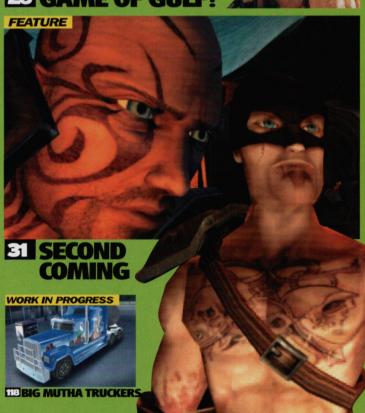
#### **GAME OF GULF?**

Our intrepid war correspondent Mike Richardson saves the world from global terrorism.

#### **XBOX: THE SECOND COMING**

All the Xbox games you need to know about. Xbox enters its second generation..







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What you've got to look forward to in the next issue of XBM.

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We've unearthed the diary of a real life Champ Manager!

#### COLOUR CODES

To make navigating XBM easier we've colour coded each section for you, so you'll know exactly where you are at all times!











## **MOVING PICTURES**

A huge boss is chasing after

Major events and significant battles are dealt with in a cinematic way. Here our heroine faces a huge airship bristling with weapons and wave after wave of enemies!



huge boss is chasing arter
huge the only way to beat
the only way to beat
you it is by circling and
finding its weak
spot. t just goes to show what a great software company SEGA is and has always been. The newer games like Jet Set Radio Future and Shenmue 2 are masterpieces in videogame design. But then there's its unmatched software back catalogue to draw on as well, and updating old classics is something, certainly in SEGA's case, that we welcome with open arms. Especially when the quality is as high as this.

Panzer Dragoon made three appearances on SEGA's ill-fated Saturn console - two fairly straightforward, if innovative shooters (Panzer Dragoon and Panzer Dragoon Zwei) and a stunning RPG, Panzer Dragoon Saga. Fans were disappointed when no Panzer Dragoon game was announced for Dreamcast. But all is not lost: Xbox gets it instead and, even with the incredible standard of games at the recent E3 show, Panzer Dragoon Orta came out somewhere near the top of the pile.

The basic premise of Panzer Dragoon Orta is this: you fly from one end of a level to the other,



Smilebit's name comes from the team's wishes for players to smile when playing their games. No, really it does.

## 'S LIKE...





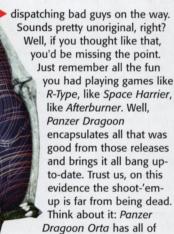


#### **A TIGHT SQUEEZE**









SEGA's arcade know-how

powering the most powerful games console to grace the

**The first Panzer Dragoon game** appeared on SEGA's Saturn this is the first **Panzer Dragoon** game for 5 years.

#### **DUNGEONS AND DRAGOONS**

A history of the Panzer Dragoon series..



#### PANZER DRAGOON SAGA



#### PANZER DRAGOON ZWEI



#### PANZER DRAGOON

planet. Sparks were always going to fly really, weren't they?

If you're up on your PS2 games, Orta plays much like the critically acclaimed Rez, although Rez took its targeting system from the original SEGA Saturn Panzer Dragoon... but that game was from SEGA as well so you can hardly blame them for using a great idea. You can fire single shots or, and this is an important skill to master for the later levels, you can hold down your fire button and lock on to multiple enemies. These are then dispatched with the minimum fuss and the maximum pyrotechnic delight as your energy beams arch off, homing in on your hapless targets. Not for a moment does the graphical splendour let up in Panzer Dragoon Orta. But it's not as easy as that. Enemies come at you from

#### **SMILEBIT**

Formed: 2001 (1994-2001 known as Team



Legendary Japanese developer Takayuki Kawagoe heads up eteran of SEGA videogame worked at the company for more than seven years.

being after the break up of Team Andromeda and when, just over a year ago, SEGA's AM divisions vere cut loose from the parent company and told to

## ELECTED OFTOGRAPHY



#### **GUNVALKYRIE**



#### **IET SET RADIO FUTURE**



#### **IET SET RADIO**



**SEGA RALLY 2** 

## DROMEDA

PANZER DRAGOON SAGA

PANZER DRAGOON ZWEI

**PANZER DRAGOON** 

## PANZER DRAGOON ORTA



# BRANDN

Panzer Dragoon Orta is a brilliant update of a classic game but what other SEGA classics could make the grade in the 21st Century? XBM takes a look at SEGA's majestic back catalogue and asks that very question...



#### OUT RUN

A truly revolutionary racer when it was released back in 1986. Instead of circuit racing, this was from point A to point B. The Ferrari Testarossa was great (the observant will have noticed how the famous stallion logo changed direction

along with the car) and with the music it was about as Eighties as videogames got. In an updated version we'd keep the Ferrari, keep the arcade handling and the cheesy music. How about making it online where you race across the US against a hundred human competitors?



#### **SPACE HARRIER**

We wouldn't be at all surprised if an update of this was already in the works as a Dreamcast version was touted for years. Space Harrier was a futuristic blaster set on alien worlds – the key here was the speed at which the thing moved – it gave you absolutely no time to think and only those with excellent hand-eye coordination were successful. Highly addictive, this was one of those arcade machines that practically chomped its way through your 50ps. An updated version on the lines of Panzer Dragoon Orta would be cool.



#### **AFTER BURNER**

Another SEGA Eighties classic. It was like Top Gun (and probably based on the Tom Cruise movie) but with you taking on the entire Soviet air force single handedly. Similar to Space Harrier in many respects, it placed you in a hydraulic cockpit of an F-14 Tomcat and kept the enemies coming thick and fast. In an update we wouldn't want to see it go the way of many console 'simulation' air combat games, but it could inject a bit of variety with mission objectives and a 3D engine.



An elegant game from the man behind Sonic, Nights was based on the feeling of flying and as such was brilliantly successful. A racing game/adventure game hybrid – it was set inside the dream worlds of two children where they had to face their demons. An Xbox update would be simple: more of the same please. Bigger and more beautiful environments yet keeping the same pure gameplay from the original and, of course, the beautiful dream worlds, A huge Nights fan base would make this a



#### STREETS OF RAGE

A classic in every sense of the word. A side scrolling beat-'em-up very much in the vein of Double Dragon (and about a hundred other such games, we might add) Streets of Rage could be given a makeover with the kind of combat system that made the PS2's Devil May Cry so good. Naturally a 3D, fully destructible environment and a four-player option would only make things even better... Why couldn't SEGA do for the side-scrolling beat-'em-up what they've done for the shooter?

## **STORYBOARD**

Apart from the brilliant gameplay and the glorious visuals, Panzer Dragoon Orta has a strong story as well. It all goes to making up a lush and believable game world...







PANIC STATIONS: Townsfolk rally to defend their homes but to no avail – too many dragons and not enough water means fire and lots of it.



THE TOWER: Meanwhile, our heroine Orta, is woken by the commotion outside – and we discover that she's in fact a prisoner!



ALIEN NATION: Our sympathy with the villagers now reduced to zero, we cheer the evil reptiles to do more and more damage!



DEATH BY GREEN: Eventually they break down Orta's tower – bur wait! It's clear that they're here to kill her! What is going on?



wing it: Just in the nick of time a different kind of dragon scares the others off – Orta mounts her new steed and rides off into the first level...

## NOT FOR A MOMENT DOES THE GRAPHICAL SPLENDOUR LET UP IN PANZER DRAGOON ORTA

#### DRAGOON GOES BESERK!

Making lots of combos with the Rez-style lock on increases your Berserk Attack. Once unleashed there isn't much that can withstand the eruption of colour and energy.



▶ a full 360° – and to counter this threat you have to keep a keen eye on your radar. Using the triggers you can rotate around, and target enemies, at 90° turns. We don't really need to tell you that with multiple enemies coming at you from every direction, things can become pretty hectic. And this is part of the charm – learning attack patterns, coping with wave upon wave of foes, testing your hand-eye coordination to the maximum. In fact, all those things that made all those classic arcade shooters so, so addictive.

There's also a certain amount of strategy involved as well. With the touch of a button your dragon can morph into one of three different shapes, and picking the right one is essential if you're to get through certain parts of the game. A small, slow dragon maybe good for getting through narrow gaps in a canyon wall but may be too slow to escape when lots of bad guys are on your tail. Likewise a fast, manoeuverable

dragon may be good for avoiding the fire of a dozen enemies but may not be up to taking a lot of hits. The three guises of dragon break down like this: a fast one with large wings but not much firepower, a small, slow one with a *lot* of power and one which sits somewhere in-between. It's up to you to decide which is the most appropriate for any given situation.

Likewise, the fantasy environment into which you are thrust is beautifully rendered. Dramatic canyons, eyepopping particle effects, weather and beautiful cinematics explain the story. It is, by all accounts, one of the bestlooking games on Xbox. And with the likes of *Halo* and *Jet Set Radio Future*, that is saying something.

Panzer Dragoon Orta is not simply the update of a classic game. It is the re-awakening of a long-thought-dead genre of videogame. Trust SEGA: just when you thought it could do no better, it comes up with the most visually stunning, addictive game on Xbox yet. We can hardly wait.





WE'VE BEEN WAITING FOR TECHNOLOGY TO CATCH UP





### **QUICK FIX**

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GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...



month! The annual E3 show saw Microsoft again backing up its claim of total dedication to the console market. The Xbox Live service was unveiled, and was clearly a historic console event in the making, with the Communicator headset being an innovative and integral part of Microsoft's long-term plan. The next wave of software was equally impressive, with highly playable titles backed up by the best graphics the industry has ever seen. Xmas may have come on 14 March, but from September the festivities start again! KEITH

#### XBM NEWS IN 60 SECONDS...

Microsoft unveils its Broadband online service -Xbox Live, complete with headset and more than 15 games due for release this autumn. A strong E3 showing of Xbox games guarantees strong interest in the console during the run-up to Christmas, and sales remain steady in the meantime. Lastly, the range of game genres becomes more diverse Capcom confirms the first ing game on the Xbox **asel**. However a an release of Toelam & Earl is looking unlikely. racks to GunValkvrie and Halo go on sale in the United States, Read on for more details on all this

# 

AFTER MONTHS OF PLANNING, MICROSOFT UNVEILS ITS PLANS TO BRING BROADBAND ONLINE GAMING TO THE WORLD OF CONSOLES...

s of November Xbox owners all around the world will have access to high-speed Internet gaming via a Broadband connection. The service, entitled 'Xbox Live' is expected to cost around £50 for a year's subscription, with monthly connection rates varying depending on which telecommunications company the individual household decides to use. In America the subscription fee of \$49.95 also includes an Xbox Communicator headset that will be used by every single online Xbox game, and a free copy of Acclaim's ageing, but fun racing title Revolt. Microsoft has yet to confirm whether similar freebies will be included in the European package.

One thing that the company has confirmed, however, is that it will be spending one billion dollars to promote this remarkable new feature, so you can expect the whole world to know about it very soon.

Described as 'the Disneyland of online gaming', Xbox Live truly marks a new generation in the console gaming experience. The speed of the Broadband connection alone will make this something special, but there are many other factors that make the service extremely appealing. For a start, 60 companies are said to be developing online Xbox games, with five titles launching before the end of 2002. So you can be sure there will be plenty of games to play over the next few years. And Microsoft's plans don't end there! A user-friendly system will allow gamers to communicate whilst online. Each player will have their own Gamertag, and these can be stored in a 'Friends List' and accessed at any time for real online chat via the Xbox



Communicator headset. In fact, the headset is something that Microsoft is extremely proud of, and it's easy to see why. Not only will gamers be able to communicate using voice in realtime, but they'll also be able to adjust their vocals to sound more in keeping with the style of game they are playing. For example you could adjust your voice to sound exactly like Darth Vader when playing a *Star Wars* game. The headset's features don't

end there. There are already talks of online karaoke, which could possibly jump-start Xbox sales in Japan.

Microsoft also touched on the possibility of downloadable extras for the current line-up of Xbox games, with J. Allard (General Manager of Xbox at Microsoft) stating, "The ability to download new worlds, levels, characters, weapons, vehicles, teams, statistics and missions will change the way that developers think about





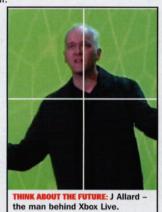




creating games, and will change the way gamers play them." He went on to say, "Within five years every important game will be online." And with a plan like Xbox Live, XBM believes him!

It was clear right from the beginning that the Xbox would be more than just a regular videogames console. Aside from the DVD playback and inclusion of a hard drive, Microsoft was keen to push the idea of Broadband link-up as a the next step in console gaming, but until now it was unclear exactly how the company would go about achieving its aims. Monthly Broadband charges were, until recently, far too prohibiting for many people to even consider such a method of Internet connection, with most providers asking £50 and upwards per month. The price is now down to around the £30 per month mark, and it looks as if this will be halved again over the next year.

So how does it work? Well firstly you'll need either a cable or a DSL (Digital Subscriber Line) connection to your home. All regular phone lines are capable of being upgraded to DSL, and more and more telecommunication providers are offering the service all the time. The good thing is that you don't need to replace your existing phone wiring, as the updates are put into place at your local phone line provider's headquarters rather than in the home. You can enquire either online or by phoning your



telecommunication provider to find out if your area has been upgraded to DSL yet.

You'll also need to decide which ISP (Internet Service Provider) you want to use to provide your Broadband service. All the major Internet providing companies are now offering this type of connection, though prices and reliability may vary. The set-up charge currently costs around £80, and usually includes a stand-alone Broadband modem and installation. Lastly you'll need an Ethernet cable to link your Xbox to the modem, but these are relatively inexpensive. It may sound confusing, but it's relatively straightforward, and the same Broadband connection will be compatible with PCs for high-speed web browsing.

So the next step in console gaming is upon us and Xbox owners will be at the forefront of the digital age. As with the console pricecut and the superb line-up of launch games the Xbox had, Microsoft is once again hammering home the message that it's serious about its entry into the console market. Viva Xbox!

ne Stats

## MICROSOFT IS ALL TALK!

### NO TYPING. NO DIALING. JUST TALK AND PLAY!

ne of the coolest features associated with Xbox Live is the Xbox Communicator headset. This is basically a mono headphone, and mono microphone that can be used for online chat, and more importantly for communicating whilst playing online games. For the first time ever console gamers all over the world will be able to taunt, praise, and befriend one another, and the best part is that every single online Xbox game will be compatible.

You may think developing such a device would be relatively easy, but it's not until you discover the amazing software features that Microsoft has created that you appreciate how much planning has gone into this. You'll be able to modify your voice. For example you could make yourself sound big and scary to frighten off your enemies, or small and inconspicuous so as lull rivals into a false sense of security. You'll even be able to mimic movie stars and cartoon characters, which will be great when playing film tie-ins.

And the possibilities don't end there! Developers will be able to

program games so that the players' vocals are actually affected by the environments. For example voices could echo whilst exploring the dungeons in an RPG, or gurgle as the characters swim under the water. All these possibilities, and that's before we've even discussed online karaoke! This really is a revolutionary piece of kit that will undoubtedly change the way that online games are created and played.

Each time you go online, your Friends List (into which you can add anyone you regularly play online with) will indicate which of your friends are currently playing on their Xbox consoles. You can then invite them to join you in a game by sending an electronic invitation. An icon will flash on their screen to alert them to the fact that you have sent them an invitation, and they can then decide whether or not to join you after listening to your message. It's all designed to be very user-friendly, and should eliminate much of the hassle that's involved with playing online games presently.

A smart piece of technology which can be adjusted to fit your left or right ear. Microsoft is hoping that this will make Broadband gaming more appealing to gamers.

Voices could echo whilst exploring dungeons or gurgle as you swim



#### SUZUKI SAYS NO!

Yu Suzukis AMZ team at SEGA has stated that it is not currently working on an Xbox translation of *Virtua* Fighter 4. Recent rumours suggested that an updated version of this fantastic game was on its way to Microsoft's machine, but the tean insists that the new version is only confirmed for an arcade release at present. We suspect that once *Shamue 2* is finished, the issue may be re-addressed.

## WHAT IS BROADBAND?

DESPITE BEING RELATIVELY WELL KNOWN, MANY PEOPLE STILL AREN'T ENTIRELY SURE EXACTLY WHAT BROADBAND IS, OR HOW IT WORKS. HERE'S WHAT IT'S ALL ABOUT...

n a very basic level, Broadband is an incredibly fast method of connecting to the Internet, be it for browsing web pages or playing online games. A regular Internet connection using a modem via a phone line can download data at a maximum speed of 56Kbps (Kilobytes per second). Broadband, in comparison, downloads data at approximately ten times that speed,

and this will be boosted further as the technology matures. This kind of high-speed connection is particularly useful for downloading memory-intensive files such as MP3s and movies. In the case of the Xbox, the connection will be used initially for playing online games without lag times, though the ability to download music and movies is something that Microsoft may well be developing for Xbox owners to use in the future.

A common misconception is that the only way of connecting to the Internet through Broadband is through cable. In actual fact this is completely false, as more and more areas are being offered Broadband connectivity

through existing phone lines. This is happening as telecommunication providers upgrade the standard household connection to ADSL (Asymmetric Digital Subscriber Line), which essentially splits the phone line in two, enabling it to deal with two separate sets of information simultaneously. This way the phone line can deal with analogue waves for communication devices such as telephones and fax machines at the same time as it deals with the digital information required for the Broadband Internet connection.

It's a good thing that this is possible, as Broadband stays connected to the net 24 hours a day. There's no more waiting for your computer or console to dial-up your ISP, because with Broadband the information is constantly fed back and forth, and is available as and when you require it.

External ADSL Modems or Routers that connect to any USB (Universal Serial Bus) port, and communicate the Broadband service to multiple user portals do need to be purchased in order to connect to the net, but these are usually included in the price when you sign up with a Broadband Internet provider. These generally come packaged with one or more ADSL Filters, which connect to any telephone and prevent noise disturbance from the Broadband communication.

## **BROADBAND TERMINOLOGY**

HERE ARE A HANDFUL OF THE TERMS AND ABBREVIATIONS YOU CAN EXPECT TO BE SEEING ON THESE VERY PAGES ONCE BROADBAND GAMING GOES LIVE...

#### **X** ADSL

Stands for 'Asymmetric Digital Subscriber Line'. This is basically a method of splitting a household phone line so it can utilise both digital information for Internet purposes, and analogue information for phone calls simultaneously. ADSL makes Broadband connectivity possible through your regular phone line.

#### **BROADBAND**

A high-speed Internet connection that is capable of dealing with more than ten times as much information as a regular 56K modem.

#### **ETHERNET**

The Xbox will go online via its Ethernet port on the back of the console. This is basically a socket that is capable of dealing with huge amounts of information as it is sent and received via the Broadband connection.

#### **▼ ISP**

Stands for 'Internet Service Provider'. A company that provides an online base from which a user can access the rest of the Internet. There's usually a charge for this service, though many telecommunication companies combine the costs together with monthly telephone line rental bills.

#### **⋉ KBPS**

Stands for 'Kilobytes per second'. A measurement for the speed that data transfers.

#### **⋈** MODEM

A hardware device that deals with the data transferred to a computer or console from the Internet.



#### **X** ROUTER

A hardware device that deals with the data transferred to a computer or console from the Internet. Unlike a modem, Routers can feed information to more than one device at a time, so you don't need a separate modem for each computer or console you have in a household.

Broadband downloads data ten times faster than a 56K modem

☑ INTERVIEW WITH GERAINT BUNGAY

## IT'S GOOD TO TALK..

WE SPOKE TO GERAINT BUNGAY, HEAD OF GAMES STRATEGY, BTOPENWORLD, TO FIND OUT WHERE BROADBAND GAMING STANDS AT THE MOMENT...

## **XBM**: What measures is BT taking to bring Broadband to the masses?

GB: Pricing – BTopenworld has a special introductory offer for its Home 500 Plug & Go. If customers order before 31 August 2002 they will get £65 off their set up costs. This means that they only have to pay for the Broadband equipment pack (modem and two filters) at £85. Installation – Home 500 Plug & Go is a self-install package, thus

eliminating the need for an

engineer to visit, making installation easier and more convenient for the consumer.

#### XBM: When did you first start offering Broadband connectivity and how much did the service cost initially?

**GB:** BTopenworld has been offering Broadband connections for over two years now. The initial service charge was £115 for installation and a monthly fee of £39.99. Our new self-install Plug & Go service was launched in March this year

## XBM: And what do you get with the current Plug & Go package?

**GB:** The pack comes with: an ADSL modem, two ADSL filters, a CD with installation software and an installation guide. The monthly fee is £2999 per month.



**Geraint Bungay** 

XBM: So what exactly will Broadband bring to the world of console gaming?

**GB:** Broadband makes online gaming a much better experience because your characters respond much faster to commands, as the information required to make them do this is sent much faster. Also the advent of the new next-gen consoles, specifically the Xbox and its hard drive, means that console players will be able, in the future, to benefit from downloads for the first time. BB makes this a reality. In

fact, Microsoft has stated that its console will be BB only, in other words – if you want to benefit from online gaming on your console you MUST have Broadband.

#### XBM: Has Microsoft approached you with regards to its online plans? Is there a deal in the works to bring value Broadband gaming to Xbox owners?

**GB:** BTopenworld will be announcing its console online plans in the near future. As the leading provider of DSL BB in the UK you'd expect us to have been talking to the console manufacturers about their BB plans for their consoles, and we have. However, we are not quite ready to announce our plans just yet. I'm sure that you'll be reading about it in XBM very, very soon!



#### MARVEL AT CAPCOM'S LINE-UP



#### **FUNKED OFF!**

After revealing the first shots of *Toelam & Earl* in issue six, we've discovered the ga may not be released in Europe. According to SEGA, Europeans don't have enough



## THE VERY FIRST XBOX LIVE GAM

ALL THIS TECHNOLOGY WOULD BE POINTLESS WITHOUT GREAT GAMES TO UTILISE IT. LUCKILY MICROSOFT HAS GOT SOME KILLERS LINED-UP!

ver 60 games developers, including SEGA, Epic, and LucasArts will be joining Microsoft in creating online games for the Xbox. Confirmed killer-apps so far include SEGA's Phantasy Star Online 2, which is apparently making great use of the Xbox Communicator, much to the joy of Sonic Team president Yuji Naka.

LucasArts, has confirmed that a translation of the huge PC title, Star Wars Galaxies, is in development and is due for release sometime next year, and Microsoft mentioned that existing titles, such as Halo, Project Gotham Racing, and RalliSport Challenge, will be reprogrammed to feature online compatibility in the future. These will apparently be brand-new versions, and not simply re-releases.

Five games have been confirmed for release prior to Christmas, though this number looks set to triple by the time the event actually comes around. A wide range of genres, including racing, fighting, sports, RPG, and first-person shooting will be covered...



**MECHASSAULT** Publisher: MICROSOFT Fight other gamers in huge robots. Particularly impressive are the huge explosions, and the wild amount of damage you can inflict on both your rivals and the interactive backgrounds.



#### **MIDTOWN MADNESS 3** Publisher: MICROSOFT

Cause havoc in extreme races throughout city settings in this fun driving game. Following up the popular PC games in the series, Midtown Madness 3 is the perfect title to enjoy online



#### **UNREAL CHAMPIONSHIP Publisher: INFOGRAMES**

Tried and tested on the PC. Unreal Championship is surely the gamer's choice out of the first five online. Should be great for first-person battles until Halo online is released!



#### WHACKED!

#### Publisher: MICROSOFT

No one has ever released an online party game before, but this should be the ideal game for multiplayer fun especially if the Communicator allows for comedy



#### **NFL FEVER 2003**

#### Publisher: MICROSOFT

Perhaps not exactly ideal for the European market, NFL Fever 2003 will undoubtedly keep American gamers happy. Sports games tend to work particularly well online

#### ONLINE GAMES IN DEVELOPMENT

#### Title: XIII Publisher: UBI SOFT

Being the only alternative FPS to Unreal at the launch of Xbox Live, this cel-shaded shooter should be great to pick up and play. let Set Radio meets GoldenEve.



#### Title: AMPED 2 Publisher: MICROSOFT

The follow-up to Microsoft's quality snowboarding title will feature online play at its best. There's plenty of room for massive competitions and exciting races here

#### Title: COUNTER-STRIKE Publisher: VIVENDI

The most-played online PC game comes to the Xbox complete with massive team battles, strategic missions and all the weapons and gadgets you could hope for.





#### Title: HALO 2 Publisher: MICROSOFT

Little information has been released about the follow-up to Halo, other than the fact that it will be online, and that it will be a totally new game built from the ground upwards

#### Title: NBA 2K3 Publisher: TBA

Basketball fans will have their needs fulfilled with the release of SEGA's brilliant NBA 2K3. The series is widely seen the best in its genre and should be stunning online





#### Title: NFL 2K3 Publisher: TBA

SEGA's realistic, yet fun American Football game should be ready to join Microsoft's NFL Fever 2003 at the launch of Xbox Live. This is shaping up nicely

#### Title: PROJECT GOTHAM RACING 2 Publisher: MICROSOFT

This will be a totally new game, once again based on street racing. We're not sure which cities will be included this time round, but we do know it will feature online play





#### Title: PHANTASY STAR ONLINE 2 Publisher: INFOGRAMES

The Sonic Team's Dreamcast classic RPG is currently being completely reworked for the Xbox, and should be ready in time for Xbox Live's launch.

#### Title: RALLISPORT CHALLENGE 2 Publisher: MICROSOFT

The follow-up to best Xbox rally game currently available is once again being developed by Digital Illusions and will feature online play





#### Title: S PALMER'S SNOWBOARDING 2 Publisher: ACTIVISION

Another snowboarding title joins the Xbox Live line-up this one featuring Tony Hawk's-style gameplay on the snow. Should be good for trick-based competitions

#### Title: STAR WARS GALAXIES Publisher: LUCASARTS

Take control of any character from the Star Wars universe and then take part in epic battles in any of the famous ocations from the movies. That's the plan anyway.



#### Title: TOM CLANCY'S GHOST RECON Publisher: UBI SOFT

Become a member of the US Army Special Forces as they go to war. This is all about team combat and should be perfect as an Xbox Live launch game

#### Title: TOM CLANCY'S RAINBOW SIX Publisher: UBI SOFT

Travel all around the world in an attempt to put a stop to international terrorism. This should be a great alternative to the regular war-based games of this genre.





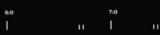


## Take on the World

"Deep yet accessible representation of the beautiful game" CVG Online
"Everything an arcade footy fan could wish for" Gamesmaster
"Fast, easy to pick up and looks beautiful" CVG











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NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES.

# E3 2002

## MICROSOFT LEADS THE WAY AT THIS YEAR'S ELECTRONIC ENTERTAINMENT EXPO...

t the end of May, this year's Electronic Entertainment Expo took place in Los Angeles. As expected, Microsoft, Nintendo, and Sony each had incredibly strong software line-ups for their respective consoles, with a wide variation of styles and genres in the making for this exciting new generation in videogaming. Microsoft unveiled a range of

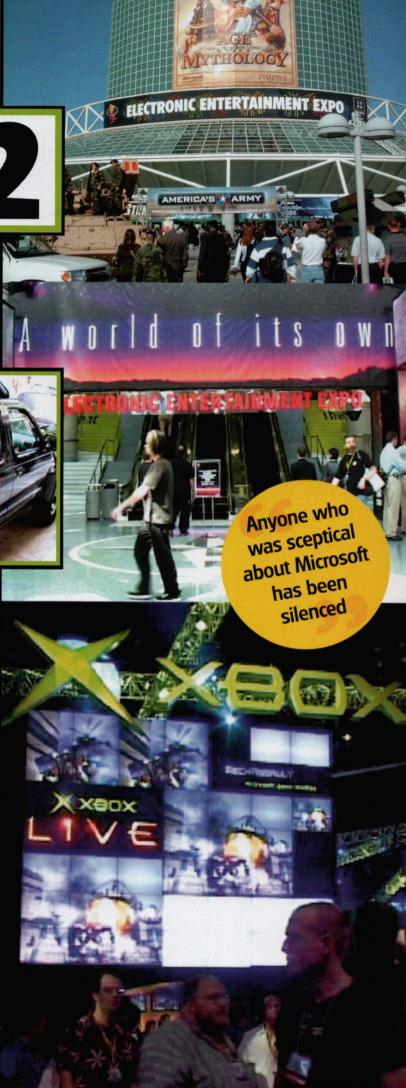
new products, announced new partnerships, and confirmed its plans for online gaming with the announcement of Xbox Live (see pages 12-15).

Unsurprisingly, the Xbox had the biggest selection of top-quality titles, with playable versions of new games, such as *Panzer Dragoon Orta*, *Dead 2 Rights*, and *Brute Force* going on show for the first time. Amongst the playable demos was also a selection of freshly announced titles, including the totally innovative *Blinx: The Time Sweeper* – the exclusive new platform game from the creator of *Sonic the Hedgehog. Dead or Alive 3* creator Team

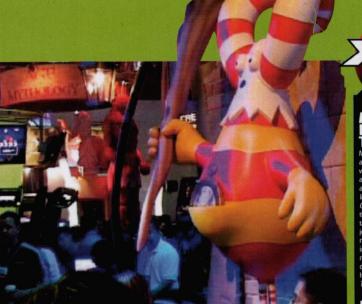
Ninja also announced three new games exclusively for Xbox: *Dead or Alive Extreme Volleyball*, *Dead or Alive X* and the graphically stunning *Ninja Gaiden*. Also, Intrepid Games' *BC* and Big Blue Box's *Project Ego* were shown for the first time and were extremely well-received. You can find out about all the best games at the show in our massive feature starting on page 31.











Meanwhile Nintendo's line-up, although demonstrating

very quirky graphics, relied far too heavily on updates of

include anywhere near the quantity or diversity of titles

that Microsoft was exhibiting. Sony's stand was clearly the weakest of them all, with just a handful of interesting titles

being shown - the PS2 hardware is obviously struggling to

keep up with the sort of graphics and gameplay that the

Another announcement saw Microsoft partnering with

popular PC developer, Tremor Games. Famed for creating

developing games under the Microsoft label, stating: "The

initially create some sort of online strategy game, though

The only real disappointment at the show was the confirmation that Grand Theft Auto 3 has been cancelled for

this has yet to be confirmed by either company.

Xbox has transformed the game industry, enabling our artists

and developers to bring their creative visions to life without

having to wrestle with technology." It's likely that Tremor will

the Xbox, as Sony has secured the series as an exclusive for a

Anyone who was sceptical about the staying power of

Starcraft, Warcraft, and Diablo, Tremor is pleased to be

Xbox is now producing.

further two years.

past classics, and despite many polished titles didn't

#### MICRO MACHINES FOR MICROSOFT



MIDWAY'S TASTE DAY

## URN BABY, BURN

AFTER THE RECENT SUCCESS OF ACCLAIM'S BURNOUT. THE COMPANY ANNOUNCES A FOLLOW-UP...



cclaim has released the first details of its follow-up to Burnout, imaginatively titled Burnout 2. The game, which is due for release in time for Christmas, will contain a massive 32 track variations, based on six American locations. This time you'll be able to speed through Los Angeles, the Rocky Mountains, New Mexico and even a famous international airport. Weather effects will also make an appearance in this version, with snow, rain, and fog all affecting the outcome of the races, though the first batch of screens would suggest that all of these updates have yet to be implemented.

Crashes are an important factor in the proceedings once again, but this time you'll actually be able to knock off wheels and other body parts. And with the new Custom Series mode you'll be able to decide exactly what each of these body parts look like. The original game scored eight out of ten in XBM issue six, so we're looking forward to receiving more info on this over the next few months.

**WILL BUY?** 

fact that Rare only had

⊠ BG&E

## UBI SOFT UNIVERSE

THE CREATOR OF RAYMAN UNVEILS A BRAND-NEW ACTION/ADVENTURE PROJECT...



bi Soft has revealed the first screenshots of the brand-new game from Rayman creator Michel Ancel Known only under the

Microsoft has been silenced since seeing what the company had to offer at E3. The superb line-up of games, various partnerships and the introduction of Broadband gaming highlight the enormous commitment that Microsoft is making to the world of consoles. **Microsoft** confirmed its plans for online

gaming with

**Xbox Live** 

**NOW TURN TO** 

THE LOWDOWN ON



**EA OFFLINE** 

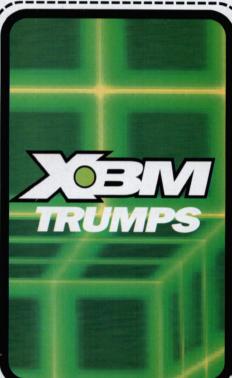
With the buzz surrounding Xbox Live you'd think that EA would be at the forefront of this new chapter in videogaming. However, EA has revealed its next instalment in the popular Madden series will remain offline – even though the PS2 version includes the online feature. The problem now is that with SEGAs superior ZX sports series already confirmed as featuring online play, EA may end up being left face-down in the mud.

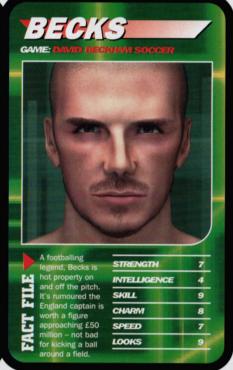


GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES.

## TRUMPS

he man who sparked the craze of having a broken metatarsal bone is undoubtedly the most recognised face in world football at the moment. A superb proponent of the dead ball from outside the area, David Beckham graces your trump this month. His skill is unquestionable but intelligence could just be his achilles heel though.





## FREE MONEY!

GET £5 OFF ANY XBOX GAME COSTING £44.99 OR MORE AT GAME!

BM in conjunction with GAME, is pleased to offer you more than ten percent discount off any awesome Xbox game. So that's £5 towards the DVD remote, an extra controller or a snazzy new SCART lead for the crystal clear picture that your Xbox deserves. To find out which games you should be investing in go straight to our comprehensive reviews section beginning on page 66.

## **BARGAIN HUNTER**

XBM TAKES A TRIP ALONG THE HIGH STREET AND THE INFORMATION SUPERHIGHWAY TO SNIFF OUT XBOX BARGAINS. HERE'S WHAT WE'VE FOUND THIS MONTH...



#### **DIXONS**

WHERE: Online at www.dixons.co.uk BARGAIN: Fuzion Frenzy

INCLUDES: Fuzion Frenzy PRICE: £29.99 RRP: £44.99

SAVING:

£15



#### AMAZON

WHERE: Online at www.amazon.co.uk BARGAIN: Cut-priced games INCLUDES: 2002 FIFA World Cup — £34.99, Spider-Man — £34.99, Amped: Freestyle Snowboarding — £29.99, Bloodwake — £29.99, Mad Dash Racing — £29.99 Oddworld: Munch's

Oddysee – £29.99 PRICE: £29.99 - £34.99 RRP: £44.99

SAVING: UP TO

£10 - £15



#### PLAY

WHERE: Online at www.play.com
BARGAIN: Cut priced Xbox games

Xbox games
INCLUDES: Cel Damage
– £35.99 GunValkyrie –

PRICE: £35.99 - £36.99 RRP: £44.99

SAVING:

£8 - £9



#### GAME

WHERE: In-Store BARGAIN: 20-30 percent off selected games INCLUDES: Arctic Thunder (30

percent off) Dark Summit (30 percent off) Blood Omen 2 (20 percent off) Max Payne (20 percent off) PRICE: £31.49 (30 percent

**PRICE:** £31.49 (30 percent off) or £35.99 (20 percent off) **RRP:** £44.99

**SAVING:** 

£9 -£13.50



"Harder, better, faster, stronger -Wrath of Cortex improves over the existing game in every aspect"

Official UK Xbox Magazine

"Impressive stuff"

XBM



GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES.



**OUT RUN ON BOARD** 

Since revealing that SEGA was planning to release a number of classic remakes on the Xbox in XBM issue six, we've discovered that Yu Suzuki's talented AM2 team is currently working on an arcade follow-up to the Eighties smash *Out Run*. In development for the Xbox arcade board, you can expect a home translation to follow at some point in the future, though no details of either version have been revealed so far.



## WORLD NEWS IN 60 SECONDS

ow, what a month! Of course, the biggest news is that this year's E3 show was a huge success for Microsoft who dominated the exhibition with a range of stunning software and new announcements. The unveiling of Xbox Live (the online service) boosted enthusiasm still further, making it even more obvious that Microsoft means business.

Meanwhile in Japan, a hardware price cut of 10,000 yen (£55) has helped the Xbox to perform slightly better than it has been doing over the past couple of months. The release of *Halo* (though not as well-received as it was in Western territories) has provided the console with something of a cult status. Also the unveiling of SEGA's impressive line-up has undoubtedly grabbed the attention other Japanese developers, who can now see much more of the potential that the Xbox offers.

And finally, in Europe the Xbox is still building momentum. After a hectic few months, complete with vigorous ad campaigns and price cuts all round, the console market is beginning to calm down and return to what we know as normal. Now the smoke has cleared it's obvious that the Xbox is beginning to appeal to more and more to European gamers, with software remaining high in the multi-format games chart.

## **™** WORLD CHARTS

## UK TOP TEN

Surprise, surprise – *Halo* still at number 1! What's really surprising this month is that ISS2 has climbed above *FIFA World Cup* – and quite rightly so. It may not be as good as *Pro Evolution Soccer*, but it's much better than *FIFA*.

- Halo: Combat Evolved
- Project Gotham Racing
- **3)** ISS2
- 2002 FIFA World Cup
- Max Payne
- Dead Or Alive 3
- Championship Manager: 01/02
- Oddworld: Munch's Oddysee
- GunValkyrie
- Star Wars: Obi-Wan

## USA TOP TEN

Dear, oh dear! A few ropey titles have made their way into the American chart this month. Spider-Man and the two Star Wars games are obviously selling on the strength of the movies, but there's no excuse for Agent Under Fire!

- Spider-Man
- 2 The Elder Scrolls III: Morrowind
- 1 Halo: Combat Evolved
- Star Wars: Jedi Starfighter
- Project Gotham Racing
- Hunter: The Reckoning
- Max Payne
- Star-Wars: Obi-Wan
- 1007: Agent Under Fire
- Dead Or Alive 3

## IAP TOP TEN

The Japanese Xbox price-cut boosted sales momentarily this month, helping *Halo* to climb to number six in the multi-format chart. Although sales are still slow, *Halo* seems to have given the console a cult appeal that Microsoft can build on.

- 1) Halo: Combat Evolved
- Dead Or Alive 3
- 3 Genma Onimusha
- Project Gotham Racing
- 5 Jet Set Radio Future
- 6 Double: S.T.E.A.L
- 7) Nekumi Kuzu: Have A Mice Day
- Tenku: Freestyle Snowboarding
- Nobunaga's Ambition
- 10 Hyper Sports 2002 Winter



COMING SOON TO XBOX.TOTALGAMES.NET...
REVIEWS, CHARTS, SOLUTIONS, CHEATS!

We've been beavering away at our Web site since our launch issue last year, and have uploaded all kinds of goodies for you. Not only can you find every review, preview and feature that appears in XBM on the Web site once the magazine has gone offsale, but you can also get extra screenshots, movies, wallpaper for your PC and full versions of interviews











## XBOX.TOTALGAMES.NET

from the magazine! If you're online, point your browser at xbox.totalgames.net in order to complete your XBM experience!

#### DAILY UPDATED NEWS

News stories are posted to xbox.totalgames.net each day to ensure that our readers are the best informed of any Xbox magazine out there!

#### **ARTICLES**

All of the articles from our previous issues are now live online, so you are able to check out exactly what we think of all the Xbox releases.

#### GALLERY

■ When we've got more new Xbox screenshots than we can fit into the magazine we post a gallery online, so you can check them out for yourself.

#### MAGAZINE AND FORUM

Subscribe online or chat with other Xbox fans on our own forum. Check out what people have been saying each issue on the Inbox pages.

#### **DOWNLOADS**

Here's where all the exciting downloads reside. Wallpaper, the occasional screensaver and – most importantly – movies of all the best Xbox games.

FLYING IS HARD, LANDING IS HARDER.





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**COMPLETE LISTINGS** 

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES.

# EASE

WITH SO MANY DEVELOPERS SUPPORTING THE XBOX IT'S DIFFICULT TO KEEP TRACK OF THE HUGE NUMBER OF GAMES HEADING TOWARDS YOUR LOVELY CONSOLE. AT LEAST IT WOULD BE DIFFICULT IF YOU DIDN'T HAVE THIS DEFINITIVE LIST...

**Buffy The Vampire Slayer** 

EA

#### **BUFFY THE VAMPIRE SLAYER**



Almost two months have gone by and this game has still remained at the July 19 release date. Either something very strange is going on or Buffy is actually ready to hit the shelves. These girls always take their time getting ready

Commandos 2: Men Of Courage **Fila World Tour Tennis Gravity Games: Street, Vert, Dirt Hunter: The Reckoning Outlaw Golf Prisoner Of War** 

Eidos THO Midway Interplay Simon And Schuster Codemasters

#### RISONER OF WAR



The Great Escape theme played numerous times on the telly you'll be craving after some escape-style gaming. This is where Prisoner Of War comes in - the only thing that is missing is Steve McQueen and his bike

**TOCA Race Driver** Wave Rally

Codemasters Eidos

#### **AUGUST**

**Aggressive Inline** Antz Racing **Bruce Lee: Quest Of The Dragon** 

Acclaim **Empire Interactive** Vivendi/Universal

#### RUCE LEE



You wanna fight? Well if the answer is no look away now because this is the only thing you can do in Bruce Lee. This is after all a scrolling beat-'emup. But hey, at least it's great fun to play and you'll never tire of the obligatory Lee sound effects.

**Dead To Rights** Mat Hoffman Pro BMX 2 The Elder Scrolls III: Morrowind **Reign Of Fire** Splashdown **Taz Wanted** 

Namco Swing! Activision Ubi Soft **BAM!** Entertainment Infogrames Infogrames

#### SEPTEMBER

**Baldur's Gate: Dark Alliance** 

Interplay

#### SEPTEMBER

**BAM!** Entertainment **Conflict Desert Storm** Crazy Taxi: High Roller SECA

#### CRAZY TAXI: HIGH ROLLER



The success of the original Crazy Taxi on the Xbox meant that a sequel was more than certain. This is great news for us Xbox owners as it provides an opportunity to play a brand-new and sexy-looking game. Are you ready to make some crazeeee money?

Gauntlet :Dark Legacy Geoff Crammond's Grand Prix 4 Giants X Kelly Slater's Pro Surfer Largo Winch **Lotus Challenge Race Of Champions Shadow Of Memories** Turok Evolution

Midway Infogrames Interplay Activision Ubi Soft Virgin Activision Konami Acclaim

#### TUROK EVOLUTION



Just the thought of running though jungles hunting raptors and makes us dizzy. Sure shooting humans and aliens can be good fun but it's nowhere near as satisfying as executing an already extinct species. Extra points for killing a T-Rex with a knife!

Yager

THO

#### OCTOBER

**Battle Engine Aquila** 

Infogrames

#### **BATTLE ENGINE AQUILA** INFOGRAMES A shoot-'em-up on the



massive scale of Aquila is the kind of game you instantly want to play. The developer hasn't been shy about making the most of the Xbox graphical capabilities. It may seem like a long time to wait but October is going to be good.

**House Of The Dead 3 Master Rallye Mech Assault Panzer Dragoon** Superman TransWorld Snowboarding **Unreal Championship** Wolverine's Revenge

SEGA Microids Microsoft **SEGA** Infogrames Atari Infogrames Acclaim Activision

#### NOVEMBER

**Batman: Dark Tomorrow** Ubi Soft **Blinx: The Timesweeper** Microsoft **Brute Force** Microsoft Colin McRae 3 Codemasters Freaky Flyers Midway **Frogger Classic** Konami GT2002 Hitman 2 Indiana Jones: The Emperor's Tomb Kingdom Under Fire 2 **Kung Fu Chaos** Metal Gear Solid 2: Substance **Micro Machines** Midtown Madness 3

SEGA Eidos Activision Phantagram Microsoft Konami Infogrames Microsoft Rage

### OCKY

Rocky



After playing Knockout Kings and Mike Tyson Boxing we can honestly say that anything would be better. The thing is though, this game exceeds all hopes by a long, long way. It stand the sport or hate the films - this rocks!

Rolling Rage **Splinter Cell** Ubi Soft Star Wars: Knights Of The Old Republic Activision Steel Battalion Capcom Terminator: Dawn Of Fate Infogrames Tork Microsoft The Thing Vivendi Top Gun Total Immersion Racing Virgin **Empire** TimeSplitters 2 Fidos Whacked Microsoft Ubi Soft

#### DECEMBER

**Big Mutha Truckers Empire** Activision Crimson Skies: High Road To Revenge Microsoft Midway Fellowship Of The Ring Vivendi Flashpoint Codemasters

## FLASHPOINT CODEMASTERS



✓ Yet another title that is being dragged across from the PC onto the Xbox. But, for a change, this is going to be worth playing. It provided hours of fun on PC and looks set to do the same on Xbox.

**Quantum Redshift** 

Microsoft

#### QUANTUM REDSHIFT MICROSOFT



☑ Call it an Episode I Racer ripoff, slander it for trying to emulate WipeOut. In fact, say anything you want but this is a quality looking futuristic racer the likes of which no-one else is going to see. Why? Because it's another Xbox exclusive game just for you.

Strident **Ultimate: Blade Of Darkness** Warhammer 40,000

Phantagram Codemasters THO



### 2003/TBA

Microsoft Alter Echo ..... THO Microsoft Black And White ..... EA Universal Counter-Strike ..... Dave Mirra 3 ..... Acclaim **Ubi Soft** Capcom Microsoft Phantagram Infogrames Evolution Snocross
Falcone: Into The Maelstrom
Freedom: Battle For Liberty Island Konami Virgin **Empire** Revolution Haven: Call Of The King ..... Koch Jurassic Park: Project Genesis ...... Vivendi Lamborghini ..... Midway Lord Of The Rings ..... EA Mace Griffin: Bounty Hunter ..... EA Malice ..... Sierra Maximum Chase ... Microsoft Infogrames Mortal Kombat ..... Konami NBA 2K2 . SEGA Midway Ubi Soft Phantasy Star Online 2 ..... Phantom Crash ..... Phantagram Project Ego ..... Pro Tennis WTA Tour ..... **Ubi Soft** Activision Return To Castle Wolfenstein ..... **Infogrames** Sgt. Cruise ..... Virgin Seablade ..... TBC Shaun Murray's Pro Wakeboarder ..... Activision Shayde ..... Metro3D Shining Lore ..... **Phantagram** Sniper ..... JVC Microsoft Sneakers ..... Soul Calibur 2 ..... Namco **Infogrames** Spyro 4 ..... **Ubi Soft** Sierra Tennis Masters Series ..... Microids Thieves World ..... Bitscorp Thunderstrike: Operation Delta ..... Tom Clancy's Raven Shield ..... SEGA **Ubi Soft** Tony Hawk's 4 ..... Activision Top Gun ..... Virgin Total Immersion Racing ...... **Empire** Toxic Grind ..... THO True Crime: Streets Of LA ..... Activision World Sports Car ..... **Empire** WWE Crush Hour

## TOP 10 MOST WANTED

EACH MONTH WE TELL YOU WHAT GAMES ARE RUNNING THROUGH OUR DREAMS AS WE SLEEP AND ARE CONSTANTLY ON OUR MINDS AS WE WORK, WELCOME TO THE XBM MOST WANTED...

NEW POSITION

#### LAST POSITION

#### GAME



**PROJECT EGO**This game has been talking the talk since it was first announced and every time a new piece of information creeps out we get even more and more excited!



2

#### PANZER DRAGOON ORTA

Seeing and playing this at E3 was like an explosive visual orgasm that burned onto the retinas inside our eyes. Yet another guaranteed hit from the SEGA crew.



3

#### **DEUS EX 2: THE INVISIBLE WAR**

If you thought the first game was amazing just wait until you see this sequel in motion. A rich adventure that's coupled with some superb action set-pieces.



4

#### **COUNTER-STRIKE**

When the whole Xbox Live thing kicks off this is going to be the game that's on everyone's lips. Simply put it is the greatest team combat game ever created.



5

#### **UNREAL CHAMPIONSHIP**

The only name you need to know when it comes to multiplayer frag fests. Amazing arenas, weapons that will blow your mind and that all-important addictive gameplay.



6

## ib

#### STAR WARS GALAXIES

There have been countless average *Star Wars* games in the past but this is the first to offer the gamers what they really want – the universe at their fingertips.



7

#### BC

We've never seen a real dinosaur but if we did happen to meet one this is exactly what we'd imagine them to be like. Walking With Dinosaurs bite your head off.



8

#### COLIN MCRAE 3

First we saw the stunning detail on the levels. Then we saw the rain effects on the windscreen. Now we just want to see that code in our office!



9

#### STEEL BATTALION

The huge wall of buttons and joysticks on the massive controller may look daunting but this game delivers exactly what you would want from a mech shooter.



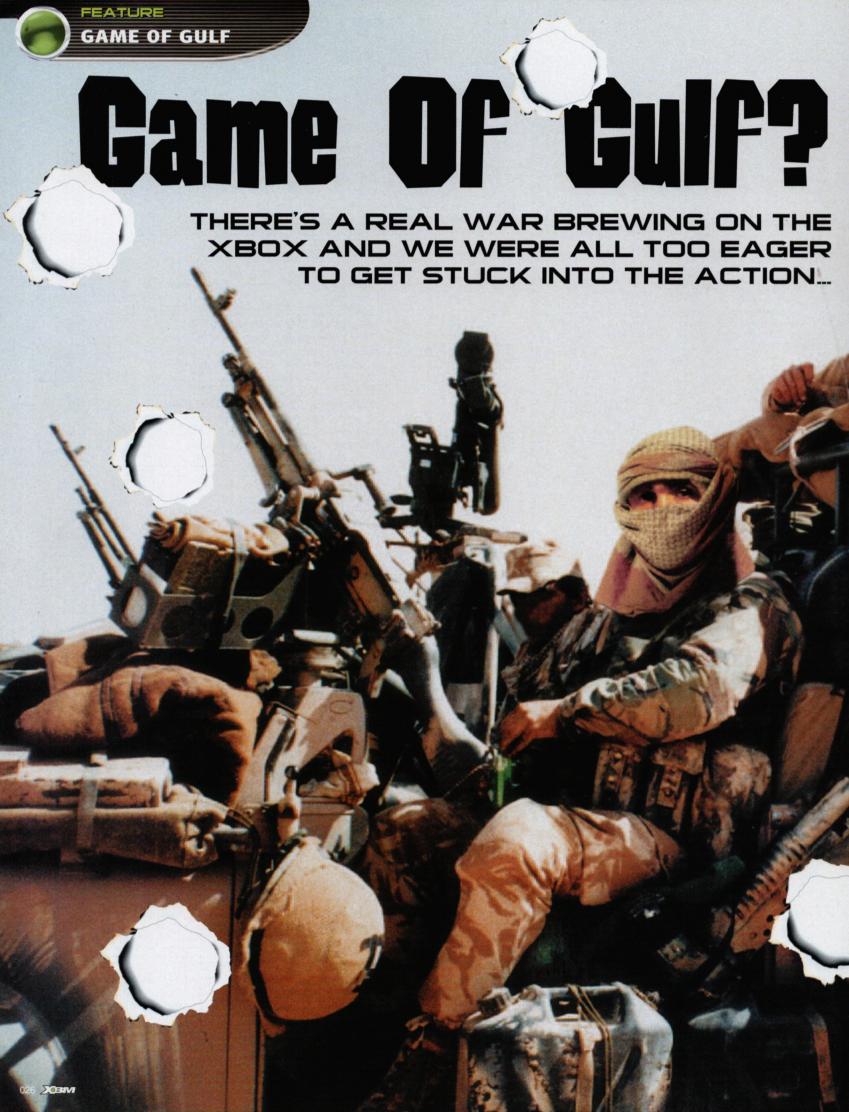


## III

#### **BLINX: THE TIMESWEEPER**

An original idea is a rare thing with videogames but the on-the-fly time travel ability in *Blinx* is about as original as you can get. Another fantastic exclusive for your console.









## Interrogation Number One

Ex SAS, author of Sabre Squadron and All Necessary Measures, Cameron Spence has been advising Pivotal on the game...

XBM: What do you think of the game?

Cameron: Impressed, very impressed – the graphics, story line and missions are quite excellent. The missions themselves are realistic and provide the player a good choice of weapons and other specialist items of equipment that could have come straight out of an SAS soldier's rucksack.

XBM: Is the terrain in the game realistic?

Cameron: Desert is desert and to be honest, it can be a very plain and monotonous terrain. So a licence to give some of the desert scenes more variety as in some of the deep gorges and steep valleys is acceptable. I have personally worked in desert areas north of Oman on the Jebel Akdar, which have cliff faces and steep valleys close to Grand Canyon proportions. But the other desert features in the game are spot-on. One point that really hits the mark as far as realism goes is the enemy targets and effects from weapon damage. The missile sights, scud convoys, aircraft targets and radar installations are superb. There are truly some very authentic signatures on these features.

XBM: What is it like to spend time in the desert?

Cameron: Any environment, desert no exception, can be a pain for long durations. The desert though does have its extra problems. Water conservation, extreme changes in temperatures from night and day are just a few. But whatever the unique problems, any area can be got used to after a few days and you adapt your routine to suit the situation.

## **XBM:** Could you ever see a game like this being used for the SAS in training?

**Cameron:** Using these sort of games in training generally means trying to save money from the training exercises on the ground. In the Regiment we are fortunate to be given a substantial training budget. This goes along way to ensure troopers train in all terrain (worldwide) participating in very realistic and demanding exercises. Doing your training like this, getting results on the ground after long and hard infiltrations to your target could not be achieved in front of a monitor. Making decisions in front of a monitor, calm and relaxed, would be very different when the person is seriously fatigued, both physically and mentally.

#### XBM: What is your weapon of choice?

Cameron: The M203. This is an armalite rifle firing 5.56mm ammunition. Underneath the main barrel you have a fixed grenade launcher that fires 40mm grenades. This weapon combination not only gives you a good rate of firepower with small

bullets, but the added punch of doing some serious damage on soft skin vehicles, enemy bunkers, or troops in

the open with the grenade. This was my personal weapon of choice throughout the Gulf War.

## **XBM**: How did you get into the Special Forces?

Cameron: Any member of the Army can apply to his respective Commanding Officer to attempt the selection process. Once you have made the mental decision to attempt the selection process, it is really up to the individual to get himself fit. The first phase of selection is quite short - three to four weeks (the last week is what we call test week). Most students will fail during this phase. The onus during this stage is on a person's fitness, attitude and stamina. If you have not prepared yourself well you will not get through this phase. Passing this phase basically shows, you have the very basic qualities that warrant continuing onto the next phase. Students can be failed at any stage over the whole year's worth of training if they fail to meet the pass criteria.

#### XBM: Is the selection process hard?

Cameron: Yes and for every reason. SAS soldiers during their time with the Regiment will find themselves in a position where lives will be at stake, either their mates or others like hostages. It is vitally important that we discover an individual's weakness early and remove him from the course, instead of finding out when the consequences could be more severe. The Physical phase of selection culminating in a 40km tab over the Brecon Beacons with 55 pounds on your back against the clock will always be a mental picture on any person's mind that has passed the selection phase – this is conducted at the end of a very physical week. It is fair to say (myself included) every student that has passed selection would have hit the wall on a few occasions. How he gets himself through when no one is there to help him will be the difference of winning the coverted winged dagger at the end.

XBM: What do you think of the public perception? Cameron: I don't really have a problem with films and books and stuff, providing the more sensitive and technical details are removed. As regards the public perception, this is an interesting one. The public do have a perception of what an SAS guy looks like. If he is not six feet tall, two feet across the shoulders and rippling in muscles then he is probably not SAS. The reality, of course, could not be further from the truth. To look at your average SAS guy, you would not pick him out of a line-up with a dozen other blokes straight off the street. We look just like Mi Normal.

**XBM:** What is the strangest mission you have been on?

Cameron: Probably a task conducted during my time in Bosnia. During a very difficult time of negotiations between the Croat and the Muslim factions, an agreement was reached on the new borders in the town of Mostar. Once the borders had been drawn on a map (that I had copied from each of the faction commanders and then had each of them sign the map and do a final check) it then became binding. This then became a priority to get the map back to our headquarters as a time deadline was very close to expiring. This resulted in doing a night drive across Bosnia. Where the law was with the person with the biggest gun.

## **XBM**: Were you ever conscious of it being a dangerous job, or was it just another day?

Cameron: There is a saying in the Army in general: TRAIN HARD FIGHT EASY. This was a formula that was put into effect daily during my time in the Regiment. We have lost many good men on training accidents, be it climbing, parachuting, river crossing, range work or training in the killing house doing counter terrorism. When you are training on the very edge — where mistakes cost lives it is something that after constant exposure to you get used to. For this reason the job becomes like any other. The only difference is you don't expect to die in training (it happens but not too often thank goodness) but on real operations you do except that people will not make it back home.

### **XBM**: What is the worst injury that you have actually sustained?

**Cameron:** I have been lucky. No bullet with my name on. The most embarrassing injury would

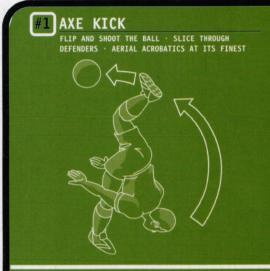
have to be during a demonstration for some politicians in our killing house in Hereford. The final part of the demonstration saw a four-man assault team burst into a room with targets and hostages. After I burst into the room and started shooting, when we had the hostage and were running out, I turned and ripped the tendon in my

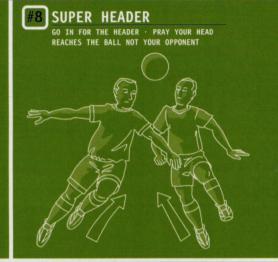
ankle. I got out the room away from the demo and hit the floor. I knew what I had done, but the guys in the team for a scary few moments thought I had been shot and taken a hit in the back, which has happened before to a lad doing this demo.

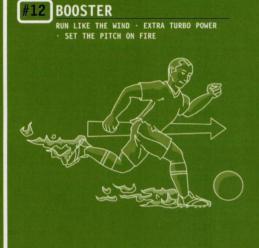
## **XBM:** How would you fancy your chances with some of the game's missions?

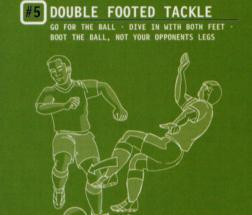
Cameron: I have been over all the game's missions a few times now and it has been good fun. Doing it for real would be very difficult, but not impossible. That is the Regiment, the task may be difficult but if there is a way to crack the target — with the right guys and equipment and a little luck, in most cases you can achieve it.

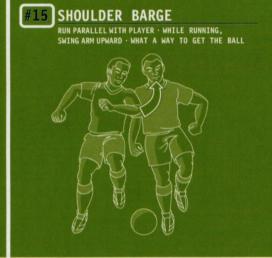


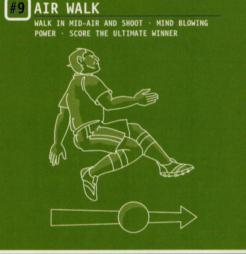


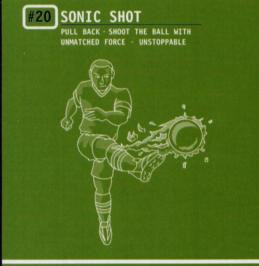




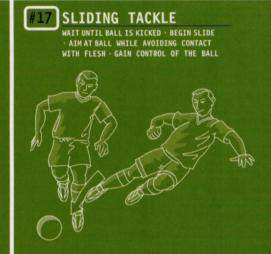














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PlayStation<sub>2</sub>

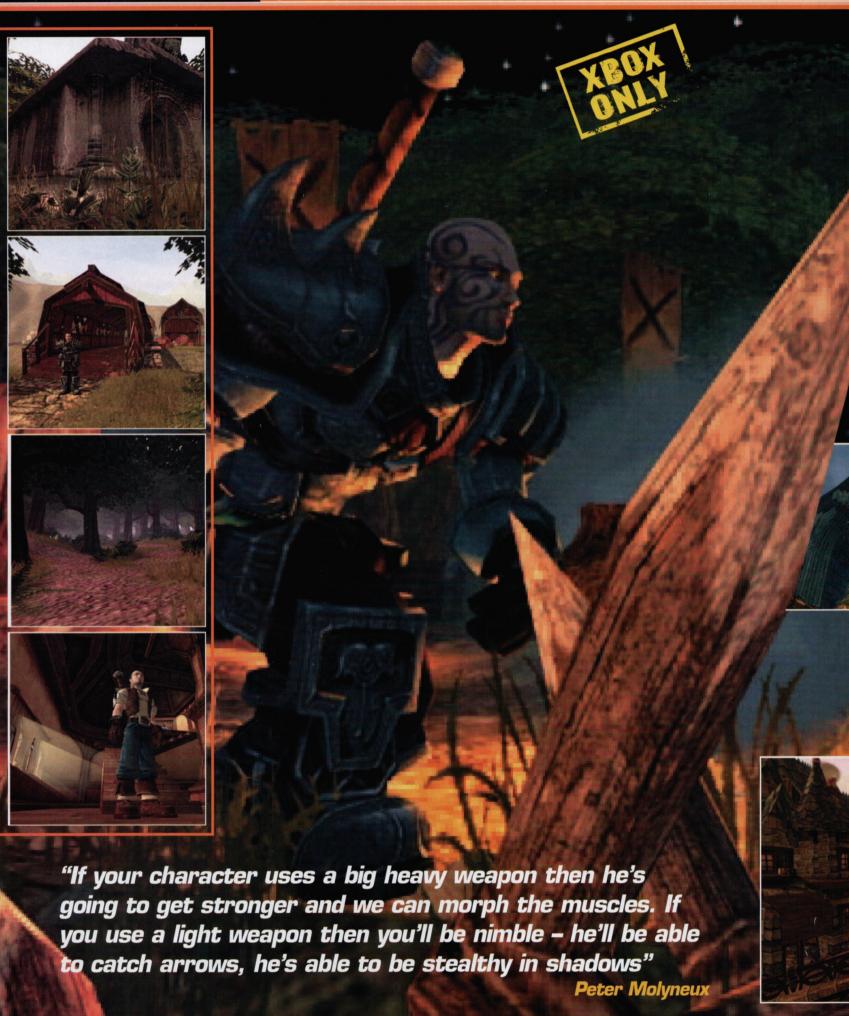
PlayStation<sub>®</sub>2







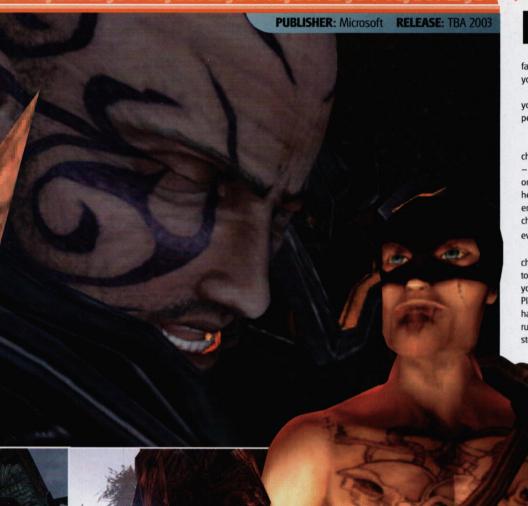




#### **XBOX: THE SECOND COMING**



#### Project Ego Project Ego Project Ego



magine a world that exists in its entirety, which works independently of your actions and of your presence within its boundaries.

Imagine a world in which you are the hero, where you are famous (or indeed infamous) and children the world over copy your hairstyle because you are their role model.

Imagine a world where your character changes according to your actions and is in fact a representation of your own personality in this game world.

This world is *Project Ego*, a role-playing game like no other...

The first thing you need to know about is how the character changes depending on how you play. You start the game as a boy – 15-years-old, a blank canvas if you like, and with his heart set on becoming a hero. As you grow older you may decide to use a heavy weapon and become stronger, developing muscles to enable you to wield that sword. Prefer a lighter weapon and your character will have a lighter build, move more quickly and may even be able to pluck arrows out of the air. It all depends...

As your time in this world increases your physical appearance changes — choose a hairstyle, grow a beard, stay out in the sun too long and you'll tan. Survive a particularly bloody battle and you'll be scarred. And then there are moral decisions to be made. Play the game as a good guy and you'll look brave, confident and happy. Play the game as an evildoer and your skin will turn grey; run away from battles and you might develop a twitchy eye and a stoop. Oh, be warned, if your cowardice becomes well known throughout the land the locals will sing about it.

But all this freedom needs a binding story. As a boy you're sent into town by your parents — on your return you find that they've been butchered. Reason enough to want to find the person who did that and then exact cold, bloody and excruciatingly painful revenge. But as the story unfolds, there are multiple side quests and sub plots to discover. You can even take a few years out, get married and have kids if you want.

This is a simulated world, not a scripted one, which is probably what your more used to seeing in a role-playing game. Every person in *Project Ego* does things for a reason – gets out of bed, goes to the river to clean clothes, goes to the pub to get

"Project Ego lasts the life of a character – from about the age of 15 to about 45-years-old"

Peter Molyneux









#### XBOX: THE SECOND COMING







100

пининини





his mech fighting game from Microsoft is amongst the very first batch of Xbox Live online games. Designed to be as user friendly as possible, this impressive-looking title features surprisingly nimble robots and includes simple controls, in an effort to appeal to gamers who usually wouldn't think of playing a game in this niche genre. Much of the scenery is destructible, with huge skyscrapers crumbling into many pieces during battles. A wide range of Xbox graphics functions are utilised to show this destruction, with impressive particle effects resembling smashing windows and bump-mapped metal that glimmers realistically in the light. This level of detail and interaction should greatly enhance the experience – especially when playing online.



cleverly designed so they can be approached in different ways depending on how the game is being played.

Graphically Duality looks the part, with high polygon counts,

and characters who display emotions through subtle face

movements and body language. Resembling *Metal Gear Solid* in terms of style, pace, and content, *Duality* should be

the perfect alternative to Konami's popular title.

#### **XBOX: THE SECOND COMING**

#### Toca Pro Race Driver

www.tordtickr.prdracing.co

ver Toca Pro Race Driver



hen is a racing game not a racing game? When it's *TOCA*. Of course this is a racing game, but if you're expecting something along the lines of the previous *TOCA* titles (or any other racer for that matter) you're going to be very surprised. Codemasters appears to be rewriting the rulebook on this one.

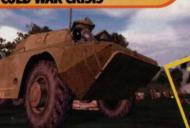
This particular racing game has a story of Hollywood proportions craftily interwoven into the very real and officially licensed world of touring car racing. In the game you play Ryan McKance a man on a mission to bring justice to his father's name on the racetrack where he was killed.

And so you race through the game interacting with a variety of fictional characters (your brother, agents, journalists, love interests) as you race through the official championship. Interestingly, as you progress through the game and change teams you replace real world drivers on the actual licensed teams. Find out what it's like to live as a race driver both on and off the track.





OPERATION FLASHPOINT: COLD WAR CRISIS



PUBLISHER: Codemasters RELEASE: Winter

**\*\*\***\*\*\*

Mobil

et in 1985, in the midst of the Cold War, Operation Flashpoint is the ultimate modern-day war simulation game for the Xbox. After completing your training, the game allows you to tackle situations in any way you please, be it driving vehicles, commanding squads or even using a sniper rifle. Based on the much-acclaimed PC game, the Xbox translation is being thoroughly overhauled to make the most of the Xbox hardware. It's also being redesigned to be as playable as possible with the Xbox control pad. As well as the regular game, Cold War Crisis comes with an extra campaign entitled Resistance, — set in a completely separate location. This looks at the war from one soldier's perspective, months before it actually hit crisis point.

KAKUTO CHOJIN

PUBLISHER: Microsoft RELEASE: November

reated by Dream Factory, the team behind niche PSone hits *Tobal* and *Ehrgeiz, Kakuto Chojin* is a gritty 3D street fighting game that uses a variety of new effects to heighten the experience of actually being involved in a fight. The characters sweat, rain bounces off of the skin and city lights blur in the hazy back street environments. But the effect that really sets this aside from other fighting games is the real-time shadow casting that helps to make the characters look truly 3D. The game also features realistic reactions whereby characters never take damage the same way twice, helping to give this a more organic feel. At its heart this may be a standard fighting game, but with so much style and elegance, *Kakuto Chojin* is unlikely to go unmissed.





**SHENMUE 2** 

**PUBLISHER:** Microsoft

**ELEASE:** November

# ased on the book rather than the film, Vivendi's Lord Of The Rings adventure game doesn't feature any of the actors from the movie, but does follow the original story line as written by JRR Tolkien. The player takes control of Frodo Baggins on his quest out of the Shire and into the wilderness to destroy the ring. Eight huge areas are included, each broken down into roughly 24 sub-levels, and although these can be tackled in a variety of ways, there are certain objectives that need to be completed in order to progress. From what we've seen this promising title compares favourably to EA's movie-licensed version of the game, with many more innovations and a lot more charm.

# game, with many more innovemore charm.



ach Volleyba

PUBLISHER: Microsoft RELEASE: Summer

#### he Xbox translation of SEGA's impressive Dreamcast RPG should be available in time for Christmas. Although the game was technically accomplished on SEGA's console, the Xbox version is already more advanced, with a higher frame rate, better textures and all the nasty character pop-up eradicated. As far as gameplay goes Shenmue 2 will remain very much unchanged - which is no bad thing. A blend of action, adventure, puzzles and fighting is held together with one of the most compelling story lines ever devised for a videogame. The big question now is whether AM2 will choose to continue the series on the Xbox. With the possibilities the hard drive would offer to the designers of a project like this, XBM would suggest that Shenmue 3 for the Xbox was highly likely.



rcedes-Benz World Racir









ans of *Gran Turismo* will rejoice at the inclusion of *SEGA GT 2002* in the Xbox Christmas line-up. Although similar in structure to Sony's classy series, *SEGA GT* offers a line-up of cars that includes models from as far back as the Fifties. There's also real-time car damage, though this only affects the look of the cars and not the actual handling. With years of experience in creating racing titles behind it, SEGA has carefully blended the gameplay to appeal to both simulation and arcade fans. There's enough depth to keep any petrol head tinkering away for hours, yet it's exciting and accessible enough to make this just as good for a quick fix. And how lovely it looks too!

mpire's Starsky & Hutch videogame captures the true spirit of the hit Seventies TV series. Bay City has been faithfully recreated with its high rise skyscrapers, palm trees and, best of all, the game will feature the voice of Antonio Fargas who played Huggy Bear in the original series. In an effort to make this more than the usual TV show tie-in, the developers have cleverly designed the game to be played simultaneously by two people in two very different ways.

One player drives the car while the other takes out the bad guys using a light gun it's great fun

Quantum Redshift

PUBLISHER: Microsoft RELEASE: December

and unique.

Quantum Redshift Quan







his just looks better and better every time we see it! Coming from many of the creators behind the original WipEout game on the PlayStation, Quantum Redshift brings futuristic racing to the Xbox in style. Zipping along at 60 frames per second, the game throws around an alarming number of graphics effects. Firstly, the ships are bump mapped to look like metal, and the multitude of lighting effects and explosions illuminate the impressive textures perfectly. Rain lands on the camera and distorts the view, hazy smoke obscures it more and the sheer amount that's going on keeps you on your toes right the way through each race. And don't worry about the gameplay, it's almost identical to WipEout - which is no bad thing.

### **Psychonauts**

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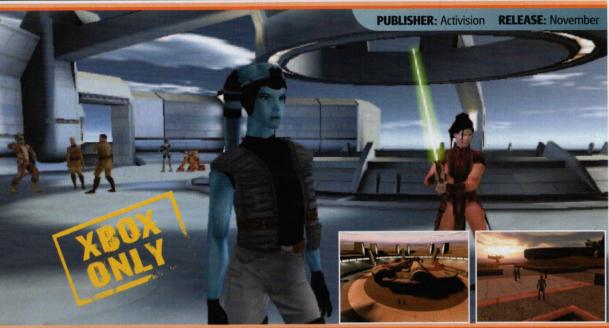






ontrol Raz on his quest to discover who is stealing his friends' brains. Yep, this is a bit of a weird one. Developed by Tim Schafer, the chap behind Grim Fandango, Psychonauts is a cutesy scifi platform game in which solving puzzles is just as important as jumping and shooting. As a psychic superhero (Psychonaut) trainee, Raz has the ability to levitate, turn invisible and move objects with the power of his mind, though not all of these skills will be available from the outset. Making progress in your superhero training is an important element in the game, which inevitably draws to a conclusion when you eventually get to the evil madman behind the mystery. Graphically, the game looks similar to Ubi Soft's Rayman series, with subtle pastel colours and surreal intergalactic settings.





hy do all Star Wars games fail? Because they're expected to live up to the overwhelming hype, that's why. This is no surprise as every game so far has been running alongside a major film release. This game, however, is set 4000 years before the events of the first film - it would take Mr Lucas some time to work his way back to that!

An RPG developed by Bioware (of Baldur's Gate fame) this puts you in control of a threeman team stuck in the middle of a massive Jedi/ Sith conflict. Customise and evolve your characters as you lead them through all the classic Star Wars locations and ten massive worlds. And along the way hopefully destroy Jar-Jar's great, great, great grandparents.





Wars: Knights Of



ollowing on directly from the original Jedi Knight game, Outcast puts you back in the well-worn shoes of Kyle Katarn. The rebel agent has kindly been given a few years of rest following the stressful job of avenging his father's death in the first game – but now the lightsaber is firmly back in his hands for this first-person adventure.

The holy beam of light is one of many weapons that has been reworked and bought back into the game along with an array of Jedi Force powers. These seem to be creeping into every Star Wars game at the moment and a damn good idea they are too. We can't wait to see what they do with the Quake III engine.













his is it. The game every single Star Wars fan across the world has been waiting for. And when we say 'across the world' we mean it because, ladies and gentleman, this is the first ever mmoswrpg! We'll translate this cryptic mess for you now as you're guaranteed to be seeing a lot more of it. Depending on where you stand it either means Massively Multiplayer Online Star Wars Role Playing Game or better than sex.

Both are accurate. Imagine entering a real-time Star Wars universe where half the characters are human and half are controlled by the computer. A universe where adventures and space battles run side by side with social interaction. An incredibly exciting prospect especially considering the use of the headset and the voice-altering technology







nspired by film noir and Hong Kong action movies, Dead To Rights is a game with movie-quality music, sound effects and (above all else) story line. You play a cop turned fugitive fighting for justice through a continually twisting plot and some fight scenes that make Hard Boiled look like amateur night.

In an interesting twist you're accompanied throughout this adventure by a dog called Shadow (perhaps a reference to Shadow Dancer) which helps you out by attacking enemies and sniffing out trouble. The game has been in development for two years with a team of 50 working on it - so expect good things. Namco describes it as a game for adults only. Make of that what you will.



PUBLISHER: Microsoft **RELEASE**: December

uaranteed to be simple to play and full of fun, Crimson Skies is a mix of a variety different ideas and styles. You've got the Red Baron-esque aircraft kitted out with modern-day weapons as well as tools like a grappling hook and environments that look like they could belong to a huge array of games. The settings make for one of the more important factors of the game as you can use them to your advantage during the dogfights. Landslides can be triggered, water towers felled and danger zones used to baffle enemy pilots. Should make for some

### Blinx: The Time Su

**XBOX: THE SECOND COMING** 





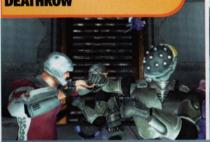
his is one of several games on the way from the mind of Tom Clancy, and since everything he touches usually turns to gold it's safe to say this is going to be a hit. In this particular tactical simulator you take control of an elite Green

Beret team outnumbered in deadly battlefields. The game includes 15 singleplayer missions to stealthily work your way through, as well as split-screen modes and online play. Using, of course, the voice peripheral!





#### **DEATHROW**



PUBLISHER: Ubi Soft RELEASE: October

futuristic game (what other kind is there) Deathrow has a lot to thank The Running Man for. Customise, manage and grow a team of four warriors as you lead them through blood-soaked arenas in an attempt to make it to the top of the league. The game promises to make use of the Xbox power - giving you some fantastic facial animation. So create the pain and watch their faces as they take it perfect for multiplayer!





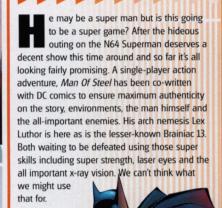








# SUPERMAN: MAN OF STEEL PUBLISHER: Infogrames RELEASE: October



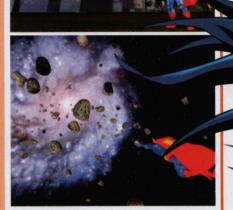
### Batman: Dark Tomorrow





atman returns to the Xbox, this time in a much more hard-core style than the super-cheap look of the Ubi Soft cartoon tie-in, *Batman Vengeance*. This one (which sees Batman looking much more like the original comic book Caped Crusader) relies much more heavily on beating-up bad guys than prancing about over rooftops, and should appeal to fans of the comics, original TV series and the Tim Burton movies alike. After initially being in development on the GameCube for a good many months, the game has since been announced for the Xbox and should look even more impressive on Microsoft's superior hardware. With much of the gameplay said to be based on *Metal Gear Solid*, this is certainly one to watch.

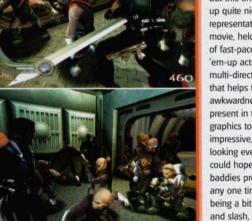
PUBLISHER: Activision RELEASE: September



DC Comics © 2001



f there's one area the Xbox is lacking in at the moment it's the beat-'em-up genre. Several unarmed combat battlers were announced at E3 and Tao Feng was shining amongst them. It's touted as a realistic fighting game with stunning special effects and interactive arenas, but perhaps the most exciting fact about this game is the development team. John Tobias – the creator of Mortal Kombat, is leading it. So when it promises torn clothes, blood, tears and bone breaks you just know that it's going to deliver on all fronts. Let's just wait and see what age rating this game manages to achieve...



475

nother movie based on a Marvel character, and yet another videogame tie-in. But this one is actually shapingup quite nicely, with an accurate representation of the spirit of the movie, held together with plenty of fast-paced action. This 3D beat-'em-up actually introduces a new multi-directional fighting system that helps to eradicate the awkwardness that is sometimes present in this type of game. The graphics too are mighty impressive, with Blade himself looking every bit as mean as you could hope for and loads of baddies present on the screen at any one time. This may end up being a bit of a no-brainer hack and slash, but it should be great fun nonetheless.

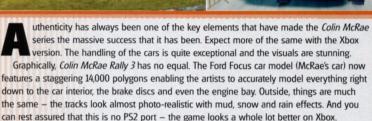












Unlike the previous versions, the new Colin McRae will simulate the World Rally Championship accurately. Before if you messed up a rally and finished outside the top three you had to compete in the rally again until you qualified. Now if you finish low down the positioning or write off your car you'll still progress to the next rally, just like the real thing. Move over RalliSport, the daddy of rally games has arrived...

"The handling of the cars is quite exceptional and the visuals are stunning"





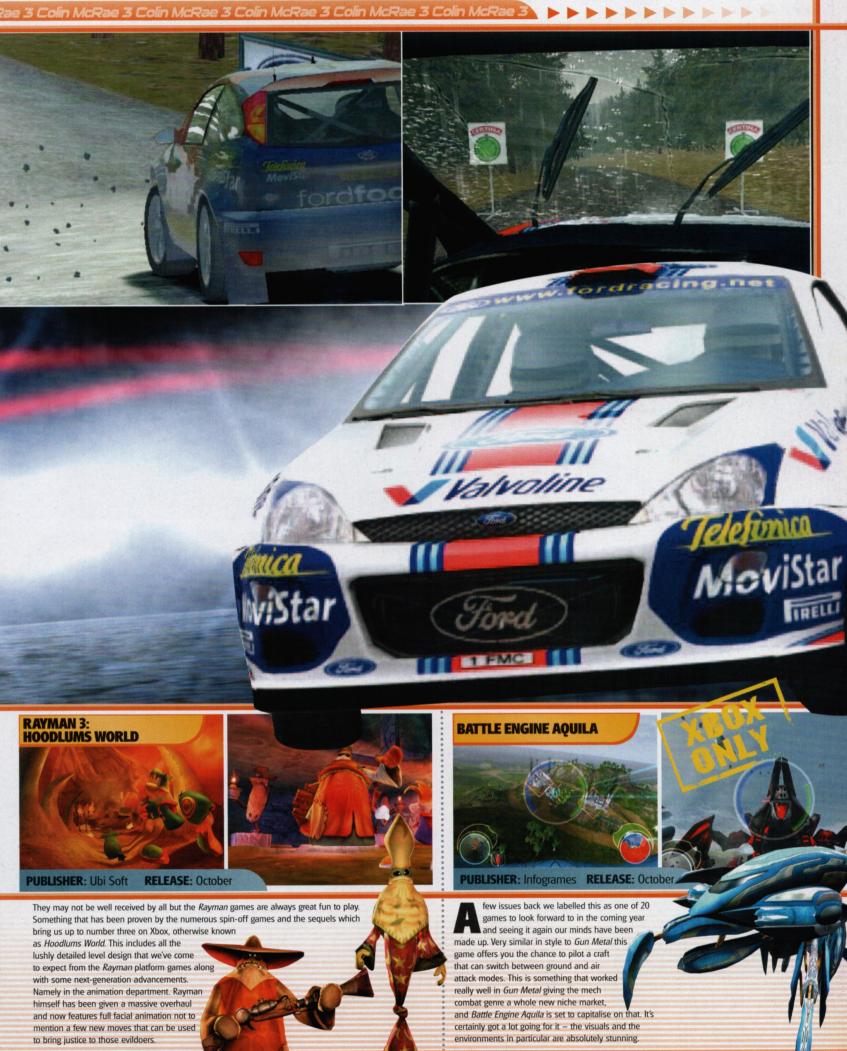


post-apocalyptic film about dragons and the saviour of the human race, Reign Of Fire is practically begging to be made into a game. In case you don't know, the film and game revolve around modern-day earth being taken over by old-style dragons which take great pleasure in torching the place: turning it into a futuristic Mad Max wasteland. Thankfully, unlike a lot of other film licenses this actually appears to have pulled a decent game out of the bag instead of the usual fat blank cheque. One of the most interesting aspects of the game is that you get to play as the dragons as well the pitiful humans. London here we come!

wacky free-for-all fighting game, Whacked! sounds like the kind of game we'd normally avoid at all costs - no matter what they may be. Even our own meagre lives would seem insignificant next to the pain of playing a game like this. However, this particular cutesy battle affair does, for some strange reason, appeal to our twisted natures. Perhaps it's the zany (and blatantly evil) weapons like the staple gun or pitchfork, or more likely the Chicken Mode where you're thrown into a pit of man-eating chickens. No - we're not kidding! But whatever the reason we want to play it right now...

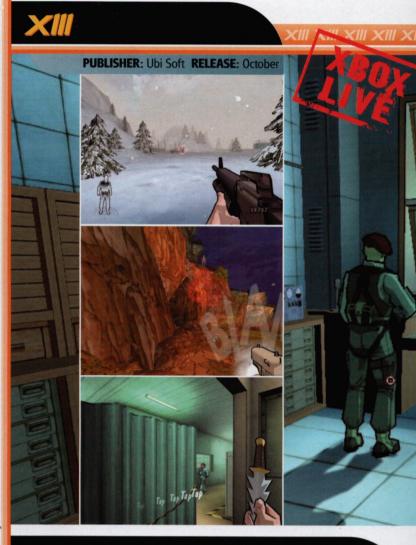












## James Bond 007: Nightfire













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# YOUR NO.1 SOURCE FOR DEFINITIVE XBOX REVIEWS

# REWIEWS

SINCE THE

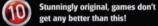
whole E3 extravaganza the name Xbox has suddenly become the

most talked about name in the world. In fact, we even heard that there was an expectant couple somewhere in Turkey who were planning on naming their son Xbox...or something like that. Okay, so we may not be talking world domination yet but from this month on you can expect to see some killer must-buy titles every single issue, alongside the usual cannon fodder. The tide of change begins with Commandos 2. This is exactly the kind of game that takes a big bite out of your life and refuses to let go.

Mikee

MIKE RICHARDSON

#### THE GREAT XBM SCORES...



Brilliant game lacking only in ultimate ambition.

Excellent piece of work needing the odd refinement.

Good, fans of the genre should overlook the rough edges.

Above-average game but no real depth or detail.

Average at best, anything here is surely flawed.

Crap game with scrappy graphics and no originality.

Painful to play, heaped with bugs and no gameplay.

Diabolical game that only offers pleasing cover art.

It boots up! A game to avoid at absolutely all costs.



#### COMMANDOS 2: MEN OF COURAGE

Who do you think you're kidding Mr Hitler?



### **REVIEWS EXPLAINED...**

TOTALGAMES.NET XBM

▶ By checking out this box you can instantly see what extras you'll find on our XBM Web site.

▶ 10. The property of the



#### X OR Y?

The X factor highlights aspects of the games that shine through on Xbox. If the game is substandard, however, a Y Factor demands 'Why...'



#### ESSENTIAL INFORMATION

¬ All those things you just need to know you'll find in the Information box – including the all-important price and a direct URL to the game in question.

DID YOU KNOW?

Any interesting snippets of information we can come up with will find their way into the Did You Know? box.



# 82 MIKE TYSON

Now's your chance to take control of Iron Mike - something he's quite unable to do himself!



**76 IEDI STARFIGHTER** 

Crikey, it really is the attack of the clones as the next Star Wars game



# THE FULL LIST

#### **UK REVIEWS**

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#### 2ND **OPINIONS**

**★** XBM reviews will always give you more than one opinion on a game, the bigger reviews even get a third opinion! This way you get a more balanced view and a score you can trust at the end.

#### THE RATING SYSTEM

As well as an overall score XBM also breaks the game down terms of the graphics, the quality of the sound, the gameplay on offer and how well we think its long term appeal might be to YOU, the gamesplaying public. All are scored out of a possible ten; giving you the most comprehensive coverage of all Xbox releases.

#### REVIEWS INTRODUCTION

### **THE TEAM WORKS**

#### Ah the sweet sweet smell of napalm in the morning. Playing a game like Commandos 2 gives you that overwhelming sense of deluded grandeur. It didn't take us long to form our own little team of elites. Available for any mission no matter the size, each member is a cog

#### **NICK IONES**

# **TOP DOG**

#### **MIKE RICHARDSON**



Right from an early age Jones was a reject. Discarded onto the streets of France as a puppy Nick was forced to feed and drink from any available source. It was this that led him into the XBM camp where, for once in his life, he was accepted and loved. He now bounds into the line of fire with a spring in his step.

#### COMMANDO

Now that Mike has been on a SWAT training course and received tuition from an ex member of the SAS he is beginning to fancy himself a bit. This would help to explain the mirrored walls in his bathroom and the large gun collection. One of these days it's bound to go wrong and he will shoot himself in the face

#### **KEITH EDWARDS**

in a highly trained

killing machine

known as XBM...



#### **DAN WILSON**



#### **MARTIN MATHERS**

#### THIEF

He may not be the kind of person you want to turn your back on, but Keith is exactly the kind of character a good hard-working team cannot be without. A master at stealth and lock picking he has come in useful on numerous occasions when we've needed to retake the advantage from those pesky **XPERT** boys.

Able to speak four different languages and blend into any cultural surrounding, Dan is a master spy. Half the time we're not even sure he's in the office but given his natural ability we're sure that Dan is always around. Watching us. Waiting. He is currently working on a recon mission that involves infiltrating Microsoft's headquarters.

#### DIVER

The only person we know who grins when he is told that he is going to be sleeping with the fishes. Few can understand Martin's bizarre fascination with the sea but everyone on the team respects his skills. Besides, being able to hold his breath for inhuman lengths of time has its advantages both in and out of the water.

#### **SIMON CANN**



Give this man a rifle and he

could trim an enemies beard

at 200 yards with both hands

behind his back and shoelaces

tied together. He was drafted

into the XBM army after being

caught taunting 'trick or treat'

regularly visits his past victims

- when the hospital allows.

kids each Halloween. A

changed man Simon now

**SNIPER** 

#### **KENDALL LACEY**



#### **MARK HATTERSLEY**



#### **SEDUCTRESS**

An invaluable addition to the team this foxy lady preys on the only weakness man cannot deny. Irresistible to all that gaze over her, Kendall is able to get into places that even the most skilled Commando could not. Those that succumb are in for a nasty shock as she introduces them to the crying game.

#### **DRIVER**

Even with a blindfold on Mr Hattersley can easily strip and reassemble entire engine blocks. Various car rescue services have tried to poach him at various times but throughout all the troubles he has stayed true to the cause closest to his heart. If bullets aren't cracking above his head he can't manage a smile.













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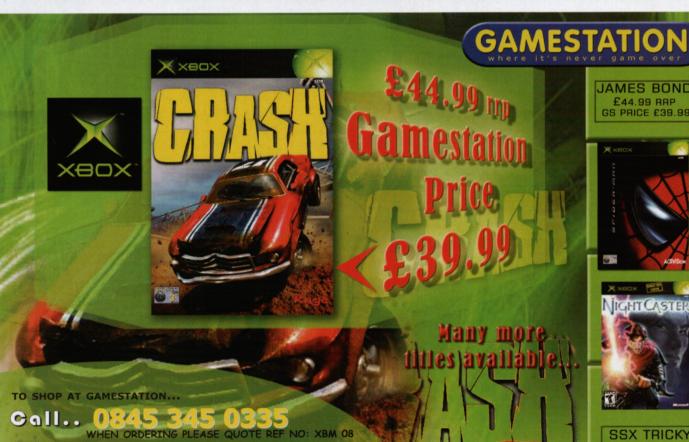
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## DICE

There's plenty of fun to be had as you plough your way through hordes of the undead - from your standard lunging zombie types to mysterious giant teddy bears (which are evil, of course). However, all of the hacking and slashing does tend to get a bit repetitive despite a few variants on the central, level-clearing objectives being thrown in. The four-player multiplayer is okay but you are limited to the confines of the immediate area and the screen gets extremely crowded. Whilst far from an outstanding title it is worth a look for an evening or two. DAN

"THE DEVELOPERS HAVE CREATED SOMETHING THAT IS EASY TO PICK UP AND PLAY FOR GAMERS OF ALL ABILITIES"

rotting corpses rarely get close enough to afflict any real damage.

Sadly, the strategy becomes almost totally obsolete as more players join in. The problem arises because players can't venture very far in opposite directions before hitting invisible walls, so it's easy to become trapped at the side of the screen as more zombies appear behind you. In that situation the only way out is to hack and slash using close-combat weapons. Now this can be quite fun as various limbs and even heads can be chopped clean off, leaving the creatures helpless as you take more swipes at them, but more often then not you take unnecessary damage just because of the limitations of the game design.

But the design flaws don't destroy the game completely. Your health can easily be recharged by collecting the red orbs that are left behind after you've destroyed a zombie, and extra lives are

earned each time you free an innocent bystander. This is done by simply locating them and making contact. It's all fairly straightforward - kill some zombies,

move on, kill some more zombies. move on, locate a few innocents, and so on and so forth. And by cutting out much of the story and puzzles from this survival horror come scrolling beat-'em-up, the developers have created something that is easy to pick up and play for gamers of all abilities. But they've also created something that is unashamedly

shallow, and fails to

of the player.

engage the imagination

It's a shame that Hunter should be so bland to play because a fair amount of work has gone into the visuals, with plenty of polygons used to make both the hunters and the hunted look as realistic as

possible. But chopping realistic arms off of realistic zombies soon loses its appeal, and it's not long before Hunter becomes a bore to play. It's certainly worth a quick bash when you've got a spare evening, but the lack of replay value means that this can only be recommended to rent and not to buy. KEITH

Kill some zombies, kill some more zombies, kill even more zombies...



own particular magic ability. You'll need to keep your Conviction Meter full to use it though.



ER: That axe isn't for cutting wood - it's for dismembering the dastardly undead who plague the earth.



Throughout the game innocents saved. An extra life is your reward.



#### **HUNTER: THE RECKONING**

LOOKS SOUNDS GAMEPLAY LONG TERM

#### ALTERNATIVELY



#### OVERALL







PLAY ISSUE 90 ON SALE 16.05.2002

FREE BOOK: FINAL FANTASY X GUIDE AND WORLD CUP WALL CHART







: Just like the movie there are asteroids and

other kinds of space debris that need to be negotiated while you are 'flying'. Keep your eyes peeled.





The UK's premier Xbox tips magazine has all the guides and cheats you need to become a gaming expert...

- Each issue contains 100% tips and solutions for the best-selling Xbox games.
- Issue #2 features guides for Halo, Star Wars: Obi Wan, Blood Omen 2, FIFA World Cup, Max Payne, Shrek, Jet Set Radio Future and Knockout Kings 2002.
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   XPERT is always first with new
   Xbox cheats and codes.

## **OUT NOW!**

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MOTO GP GAME WE'VE SEEN ON ANY SYSTEM"

080 DOELLA

On the downside the tracks are very bland to look at with very few textures and hardly any roadside detail. Objects in the distance can look fuzzy and it's obvious that all the attention has been paid to the bikers – not the roadside. It's not really a problem, and when you're watching your rider weaving around and interacting with the other bikers you don't notice – but when you're on your own, on a straight, you do find yourself thinking 'shouldn't there be





receiving end of a brutal drubbing at the hands of Lennox Lewis and now the troubled fighter's name is being used to sell this absolutely wretched release from (the normally reliable) Codemasters.

So, what's the problem? Well, for starters it's a lazy PS2 port. Granted, this in itself isn't necessarily a massive problem - at least if the original version was of a good quality. flaws (and believe us there are a lot of them) of its Sony counterpart.

Initially, things look to be in order, with the game offering up exhibition, two-player, speed boxing and sparring modes (the latter of which pits you against the eponymous pugilist for some training). In addition to this you can challenge for belts starting with Bronze and then work up through the ranks until you

Audley Harrison), although as you make progress in the game you'll unlock extra fighters including, of course, Tyson himself. Should you wish, you can also create your own unique brawler using the welldesigned custom boxer device.

So far so good you might think, but once you actually lace up your gloves and get into the ring everything goes out of the window. The stadiums you're fighting in look reasonable enough and the boxers all look suitably menacing as they make their way towards the squared circle. However, within seconds of the bell ringing to signify the start of the fight you can see that all is not well here. Firstly, we have the control system - this is awkward to use and stringing together combinations of punches just never feels intuitive. Codemasters has stressed that button bashing will not get you through the game but on the evidence we've got here we'd beg to differ. The problem is especially noticeable in two-player bouts, if one of you tries to fight a measured, strategic fight, whilst your foe madly hammers the buttons you can bet it's the former player that will end up chewing canvas.

Worse still, the dreadful animation of the pugilists often makes it difficult to work out which (if any) blows are actually hitting home. Even when you land a blow it never gives you the

#### **DID YOU KNOW?**





ANTILY CLAD WOMEN HOLDING UP CARDS VE NEVER LOOKED SO GOOD...







"THE DREADFUL ANIMATION OF THE PUGILISTS

(IF ANY) BLOWS ARE ACTUALLY HITTING HOME"

OFTEN MAKES IT DIFFICULT TO WORK OUT WHICH

It comes to

something when the most interesting aspect of a game is customising your own character.



T: Fights are little more than an exercise in button bashing. Now, we've never tried it, but we suspect that chewing broken glass would be more fun than playing this turgid 'game'

**▼ BOX STUPID:** This boxer takes a breather and ponders what the hell he's doing being involved in this utter fiasco of a videogame.

get into the game it all degenerates into a button-rattling frenzy. Wait for Rocky - you will not be disappointed. MIKE

COUNT

This game had so

much going for it. The

Mike Tyson license on its own is a superb find, but the fact that this was developed by an elite team led by Jon Hare (of

Sensible fame) should've meant something special. As it is this

falling shockingly below average. The real problem is that this

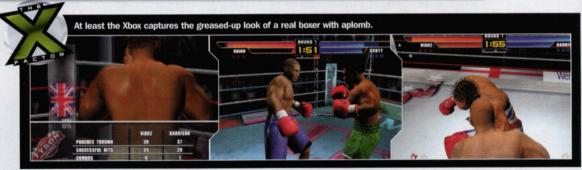
cannot decide what it wants to be. You've got the serious boxers and set-up but as soon as you

game lands an illegal punch -

ND ONE: Most fights are over within the first round. To be honest this is no bad thing.

W HAS BEEN: After his performance against Lewis, the myth of 'Iron' Mike has been shattered. Codemasters must be gutted.

as playing the game is a genuine chore.

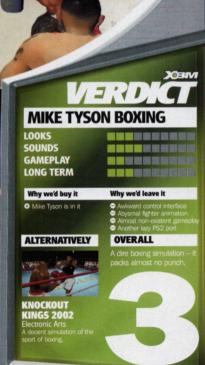


feeling that you've actually connected with a good solid neck-snapping punch. When compared to say the fairly average Knockout Kings 2002, this looks like a real mess. It doesn't seem to know whether it wants to be a realistic simulation of the sport or a straight-out arcade game - as it stands it succeeds as neither.

Admittedly, you've got the bare bones of a game with Mike Tyson Heavyweight Boxing, but you can't escape the feeling that developer Atomic Planet was forced to rush the game out in time for the Lewis/Tyson clash. Perhaps with a little more time this could have been a contender, sadly like the once-great fighter it's based on, the game is all washed up.

**EXHIBITION FIGHT** HARRISON VS SCOTT Miami (USA) BEST SHOT BEST SHOT 3-ROUNDS x 2 MINUTES COUNTER RIGHT UPPERCUT KO. TKO. DISQUALIFICATION 公 公 STOPPAGE. POINTS





SIMON





▲ THE INSIDE LINE: You'll need to have your wits about you to slay the competition and avoid crashing.



▲ BLACK AND WHITE: The zebras give a good account of themselves during racing.



WIPE THEM OUT... ALL OF THEM: Running over people will earn you more Dinari and should also bring a smile to your face...



## THE WINNING TEAM

#### CHOOSE YOUR RACERS...

Just as normal racing games allow you to customise your vehicles, *Circus Maximus* gives you the opportunity to choose between a number of different racers and horses. You can choose people of Roman, Iceni or Greek origin or go for the fantasy option which has a chariot covered in skulls. Whichever you choose there should be enough variety to keep you going for a little while.



The crashes in the game are certainly impressive – watch out for obstacles!

▲ A WHOLE HEAP OF TROUBLE: If a chariot in front of you crashes, you'll need to have fast reflexes to avoid getting caught in the pile-up that ensues.



A FALL AT THE FIRST HURDLE: Competitors fall victim to some rather nasty crashes the same as you do. Take advantage of these spills.

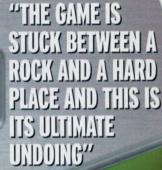


#### HORSES FOR COURSES

What a fantastic idea! This may not be the most playable or polished game available for the Xbox, but it's great to see the developers coming up with something completely new. The best feature in Circus Maximus is the wonderful two-player mode in which you must work together if you want to survive. The track designs are (mostly) excellent, and the sheer excitement of a chariot race is conveyed almost perfectly. Sadly, the gameplay does feel unfair at times, but it doesn't stop this from being the perfect game to have a quick go with friends or family. KEITH

CIRCUS MAXIMUS







pack. Luckily, you can also turn on the AI system, which means your chariot traverses the course while you concentrate on beating up the enemy as they attempt to pass you.

The game is most fun when you are attempting to control the cart and take out the enemy simultaneously – this is where the main challenge of the game is, but



even bludgeoning foes quickly becomes tiresome. You see, Circus Maximus: Chariot Wars cannot decide what it wants to be – on first look it appears to be an arcade treat but then the difficulty of controlling the vehicles makes it more of a simulation, ie. the game is stuck between a rock and a hard place and this is its ultimate undoing.

In the Tournament mode you'll need to collect Dinari, which then unlock further challenges. You would have thought that winning a race would be enough to secure your place in the next area, but all too often you'll have to repeat races over and over in order to gain the necessary amount of money. These aren't short courses either, so the amount of time it takes to earn the

cash is hardly worth the effort. Whilst this system is obviously designed to give the game more longevity, surely gamers would stick with *Circus Maximus* longer if they could check out all the locations that are on offer – rather than having to revisit the same ones constantly.

The multiplayer mode is fun for a while but, again, the thrill soon dissolves and you'll return to better, more traditional driving games. It's a shame that *Circus Maximus* underwhelms as it looked as if it could be a breath of fresh air in the current climate of sequels and licensed blandness – alas, take away the interesting premise and you have yet another substandard driving game, with a bit of fighting thrown in. It's just not enough. **KENDALL** 



#### LOOKS

SOUNDS GAMEPLAY LONG TERM

#### Why we'd buy it Why we'd leave it

#### Tries to do something

- bit different
- Good choice of charactPlenty of tracks

#### ALTERNATIVELY 0



BURNOUT Acclaim

Acclaim
Fast-paced driving action without any chariots or



#### OVERALL

A decent idea but this offers nothing new and ultimately disappointing



∑©≣₩ 085



FOGIES LAY THE SMACKDOWN ON EACH OTHER'S ASSES...

# リモグミルグラ



Publisher	Acclaim
Developer	In-house
Genre	Sports
Price	£44.99
Players	1-4

Weblink www.acclaim.com /games/legendsofwrestling /index.html



#### **DID YOU KNOW?**

Hulk Hogan (currently working in the WWE) is 50-years-old this August. Watch those flabby pectorals fly! Rob Van Dam is in his twenties and manages to be classed a 'legend'. Anyone else think that's wrong? ow before we get into a big slagging match about wrestling being fake and not worthy of your attention, we should make it clear that some of us here actually like watching it – or at least two of the XBM crew do. We watch it for the same reasons that people watch Eastenders or Brookside... it's a soap opera (albeit one where people slap each other around a bit more than usual) and we watch to find out what's going to happen

5ft 10in, 235 lbs Home Town: Honolulu, HI next. We love the bravado, the atmosphere, and the sheer showmanship of the whole thing – which is probably why we think that *Legends Of Wrestling* is a stinking pile of Lycra pants.

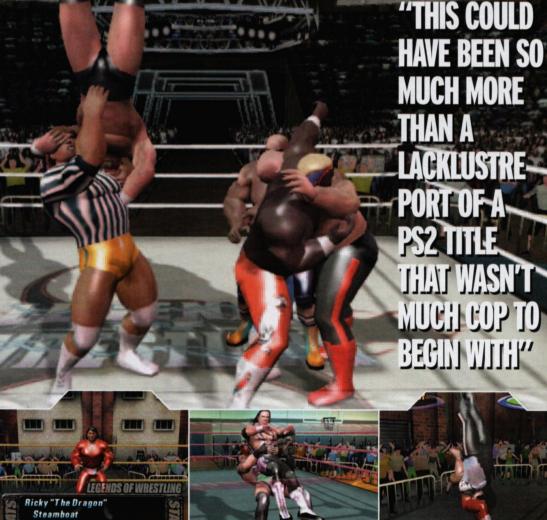
You see, Legends Of Wrestling doesn't just go as far as to resurrect a whole bunch of retired, old or (in some cases) dead wrestlers to offer something different from the norm of wrestling games. On top of that, Acclaim has also attempted to

recreate the old-school 'feel' of wrestling by taking out all the excitement, pyros and other flair that makes it as popular as it is today, and instead offering pure grappling action. The result – a game that looks dull and doesn't have anything going for it at a glance...

Then there's the new and improved grappling system that apparently offers greater control and more possibilities for combination attacks... woohoo. What this actually



litman



THE HARDER THEY COME: He's manoeuvred him into

position and the big man is going down!





means in basic terms is that when you pull off a move, a bar appears under your opponent's health with a green marker on it - if they can press the right button at the right time they'll reverse your attack and set you up for one of their own. Of course, you can then do exactly the same until one of you misses and ends up being planted on your head in rather painless style. Sound good? No, of course not. Instead, this rather irritating back-and-forth style of gameplay is plain annoying against friends and even worse against a computer opponent which hardly ever slips up.

So, anything else to bitch about? Sadly, yes. The animation of each of the wrestlers, while better than previous games we can think of on other consoles, is decidedly rigid and makes it look as though

everyone's wearing invisible metal corsets. The collision detection is ropey, there's a distinct lack of different match styles (Ladders, Cages, Hardcore... hello?) and as for the Tag-Team mode... well, any game that decides to reduce the characters to the size of insects when trying to put four people on screen at once needs a damn good battering.

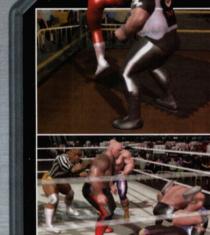
It's a shame, because Legends Of Wrestling could have been so much more than a lacklustre port of a PS2 title that wasn't much cop to begin with. What really worries us is that despite all these facts, the sequel has just been announced for all next-gen consoles... and we'll be first to say that we're really looking forward to see how Acclaim is going to top this one. No, really we are.

## FAMOUS FOR

UNLESS YOU'RE A DIE-HARD FAN, YOU WON'T KNOW HALF OF THESE GUYS...

Those of you who've only recently become fans of wrestling (and by recently, we're talking in the last five years or so), we sincerely doubt you'll have heard of more than a handful of the wrestlers on offer in Legends Of Wrestling. True, that's because they're from the old-school of wrestling - although if they were true legends, you'd probably know a few more - but all the same, you've got to think that this might affect the appeal of the game to a lot of fans. Bad luck, Acclaim...





bad. This was an atrocious game on other formats and improved Xbox visuals can do nothing to

improve on that. If you're a wrestling fan you might be itching for some men in Lycra but the

length of time you're going to

bares no comparison to the pain

of playing this. Definitely a legend in its own small world. **MIKE** 

have to wait until WWE Raw

Impressive movement... for a man with a metal pole up his backside



#### "WE LOVE THE SHEER SHOWMANSHIP OF WRESTLING - WHICH IS WHY WE THINK THAT LEGENDS OF WRESTLING IS A STINKING PILE OF LYCRA PANTS"



**LEGENDS OF WRESTLING** 

LOOKS SOUNDS GAMEPLAY LONG TERM

#### OVERALL ALTERNATIVELY



X0=11VI 087



## THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING

## XOOX

**GENRE QUICK SEARCH!** ADVENTURE

FIRST-PERSON SHOOTER

PARTY/PUZZLE PLATFORMER

RACING

SHOOT-'EM-UP

SPORTS

STRATEGY

WE STRIP AND DISSECT EVERY SINGLE GAME ON THE XBOX SO YOU'RE GUARANTEED NEVER TO WALK INTO A STORE AS THE GULLIBLE PUNTER...

GAME	PUBLISHER	DEVELOPER	ISSUE	SCORE	WE SAID
Agent Under Fire	EA	In-house	7	5	"Whether you're a Bond fan or not you should stick with Halo."
All-Star Baseball 2003	Acclaim	In-house	7	6	"Slightly flawed but still fun for a niche market."
Amped: Freestyle Snowboarding	Microsoft	In-house	4	8	"Not just the best snowboarding game but a serious trendsetter."
Arctic Thunder	Midway	In-house	5	4	"Flashy looking arcade blast ruined by lack of gameplay."
Azurik: Rise Of Perathia	Microsoft	Adrenium Games	6	3	"A bland, unimaginative and pointless game with no redeeming features."
Batman Vengeance	Ubi Soft	Warner Bros	5	6	A decent, although linear, outing for the Caped Crusader."
Blood Omen 2	Eidos	Crystal Dynamics	5	7	"Worth a play but certainly not a ground-breaking experience."
Blood Wake	Microsoft	Stormfront Studios	4	4	"One of the poorer titles on the Xbox."
Burnout	Acclaim	Criterion Studios	6	8	"Very short but oh so very sweet."
Cel Damage	EA Games	Electronic Arts	5	6	"There simply isn't enough to this to warrant a purchase."
Championship Manager	Eidos	In-house	4	9	"A totally absorbing, addictive, life-dominating game."
Crash	Rage	In-house	5	6	"Great arcade fun but it soon gets tiresome."
Crash Bandicoot: The Wrath Of Cortex	Universal	Travellers Tales	5	5	"Above average on the PS2 this doesn't offer new thrills on the Xbox."
Dark Summit	THQ	Radical Entertainment	4	3	"To summit up – this is awful!"
Dave Mirra 2	Acclaim	Z-Axis	5	8	"A quality extreme sports game gets the console it deserves."
David Beckham Soccer	Rage Software	In house	7	5	"Simply put it's shockingly average."
Dead Or Alive 3	Microsoft	Team Ninja	4	8	"Sits comfortably between Tekken and Virtua Fighter."
Deadly Skies	Konami	In-house	6	4	"A rather dull offering that will have you wanting to bail out."
ESPN International Winter Sports	Konami	In-house	6	4	"Cash-grabbing version of a game that nobody was asking for."
F1 2002	EA	EA sports	5	7	"Not without its flaws but this is a game that deserves pole position."
FIFA World Cup 2002	EA	EA Sports	6	7	"A tidy enough package but has little to offer over the PS2 version."
Fuzion Frenzy	Microsoft	Blitz Games	4	3	"Quantity doesn't always equal quality."
Gauntlet: Dark Legacy	Midway	In-house	7	2	"Avoid Dark Legacy at all costs. This is one of the laziest games on Xbox."
Genma Onimusha	Capcom	In-house	4	8	"Good but the Xbox really needs an original horror."
Gun Metal	Rage	In-house	7	8	"A fun game that is sure to please the no-brainer fans."
GunValkyrie	SEGA	Smilebit	6	7	"Warning this is for hard-core gamers only."
Halo: Combat Evolved	Microsoft	Bungie	4	10	"Purchase of this game is obligatory – no questions asked!"
ISS2	Konami	In-house	6	8	"The best football game on Xbox until Pro Evolution arrives."

\*Publisher failed to send review code – assume that it's awful!

FIRST-PERSON SHOOTER

#### HALO: COMBAT **EVOLVED**

Even after you've cracked this on the infamous Legendary setting Guilty Spark keeps taunting you, calling you back for more...and more...and more...



ADVENTURE

#### **ODDWORLD: MUNCH'S** ODDYSEE

and some highly enjoyable gameplay this slapstick adventure is another fantastic addition to the Odd-world.



PLATFORMER

#### **IET SET RADIO** FUTURE

Everything from the look of the game to the music and the addictive nature of the beast is to the standard we've come to expect from SEGA.



☑ You'd think that the whole slow motion thing would become boring after a while but it doesn't. You don't get much better action scenes from a humble videogame.





GAME	PUBLISHER	DEVELOPER	ISSUE	SCORE	WE SAID
Jet Set Radio Future	Infogrames	Smilebit	4	9	"The instant pick up and play appeal that is expected from SEGA."
Kabuki Warriors	Crave	In-house	4	2	"Incredibly boring and utterly pointless."
Knockout Kings 2002	EA	EA Sports	5	7	"A decent boxing sim but it does lack any real punch."
Mad Dash Racing	Eidos	Crystal Dynamics	4	4	"Average at best this really fails to thrill."
Max Payne	Take2	Remedy Entertainment	4	8	"Too easy but a great story and well worth getting."
MX2002	THQ	Pacific Coast	7	7	"A decent motorbike sim that lacks any real imagination."
NBA Inside Drive	Microsoft	High Voltage Software	6	7	"A decent enough sports sim that lacks any sparkle."
NBA Live 2002	EA	EA Sports	4	6	"The most sophisticated basketball game to date. Apparently!"
NHL Hitz 20-02	Midway	Black Box Games	4	8	"Obscenely violent and as cool as the ice you skate on!"
New Legends	THQ	Infinite Machine	7	6	"Average game that fails to offer any real thrills."
Nightcaster	Microsoft	VR1 Entertainment	5	6	"Good ideas swamped by bad execution leaves an average adventure."
Oddworld: Munch's Oddysee	Microsoft	Oddworld	4	8	"Unlike anything else. This is hilarious and fun to play."
Pirates: Legend Of Black Kat	EA	Westwood	N/A	N/A	N/A*
Project Gotham Racing	Microsoft	Bizarre Creations	4	9	"Makes other racing games look like a clapped out Skoda."
RalliSport Challenge	Microsoft	Digital Illusions	4	8	"Can this be? A realistic racing game that's fun!"
Red Card Soccer	Midway	Point Of View	7	6	"A short-lived experience that will end up on your shelf after a week."
Silent Hill 2: Restless Dreams	Konami	In-house	5	7	"The scariest videogame ever! One to play alone with the lights out."
Simpsons Road Rage	EA	EA Games	4	7	"A fun Simpsons game – for as long as it lasts."
Shrek	TDK Interactive	Digital Illusions	5	5	"Shrek looks good but it's all on the surface – disappointing."
Spider-Man	Activision	Treyarch	7	6	"Plenty of good ideas but feels unfinished."
SpyHunter	Midway	Point Of View	7	4	"A pointless release that makes the Xbox seem underpowered."
Star Wars: Obi-Wan	Activision	LucasArts	5	6	"Same story but a different Star Wars game – close but no cigar."
Star Wars Starfighter	Activision	LucasArts	3	6	"An above average game with a great licence."
SSX	EA	EA Big	7	7	"Fantastic PS2 snowboarding game that falls short on Xbox."
Test Drive: Overdrive	Atari	Pitbull	7	5	"Buy Gotham. Buy Burnout, Choose life."
Test Drive: Off Road Wide Open	Infogrames	Angel Studios	5	6	"It may not be to everyone's taste but there's a lot to enjoy."
Tony Hawk's Pro Skater 2X	Activision	Treyarch	3	8	"Never to be released on these shores but no great shame."
Tony Hawk's Pro Skater 3	Activision	Neversoft	4	9	"Simply the greatest skating game ever made."
TransWorld Surf	Atari	Angel Studios	4	6	"The waves look cool but doesn't inspire like it should."
UFC: Tapout	Ubi Soft	Dream Factory	6	4	"Not bad but it's far too simple to hold any interest."
Wreckless	Activision	Bunkasha .	4	8	"Fantastic while it lasts but over far too quickly."

BEAT-EM-UP

#### DEAD OR ALIVE 3

Once you get past the attractive ladies with wobbling assets you're left with a very enjoyable beat-'em-up that Xbox owners should be proud of.



STRATEGY

#### CHAMP MANAGER 01/02

☑ There still isn't a single proper strategy game out there so this footy management title remains the best excuse to get your brain ticking.



SPORT:

#### NHL HITZ 20-02

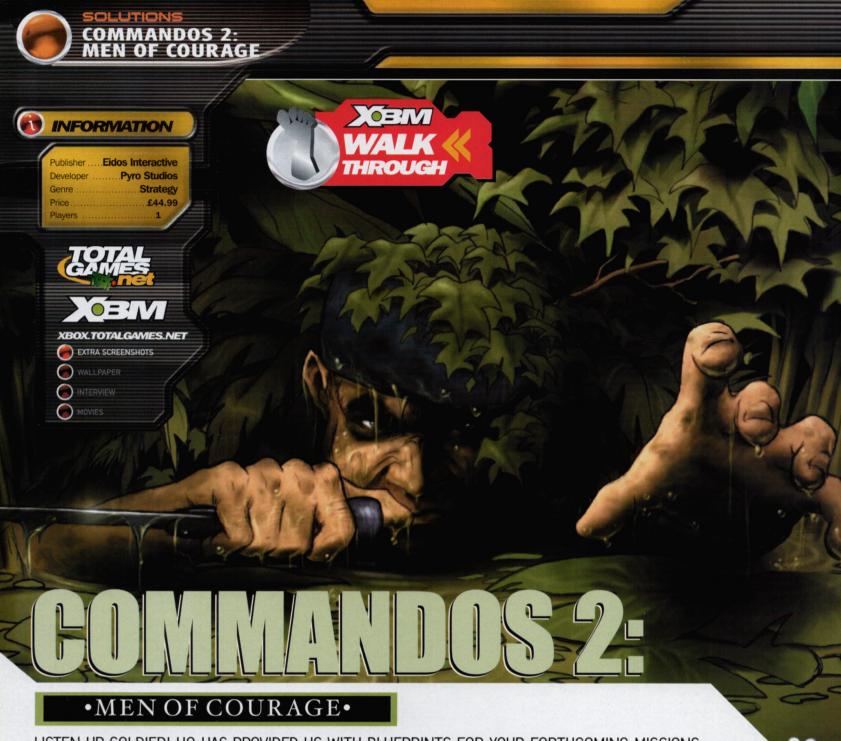
An in-your-face arcade game that is incredibly removed from the real sport but is ultimately a great laugh to play – especially in two-player mode.



RACINO

#### PROJECT GOTHAM RACING

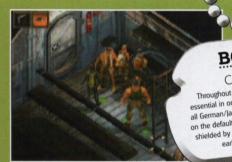




LISTEN UP SOLDIER! HQ HAS PROVIDED US WITH BLUEPRINTS FOR YOUR FORTHCOMING MISSIONS. NOW STUDY THE PRINTS WELL, DEVISE A PLAN AND GATHER YOUR MEN... LET'S LOCK & LOAD!







BOOT CAMP CAMERA TRICKERY

Throughout Commandos 2, rotation of the camera is essential in order to progress. You must bear in mind that essential in order to progress. You must bear in mind that all German/Japanese militia are not always directly visible on the default camera. Many items and doorways are also shielded by the default view, so hone your camera skills early on, as they'll prove essential later



alls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602.



## MEET THE TEAM

Say hello to the usual suspects, your brothers in arms. Each commando has abilities that are unique to them, and also vital for the completion of the each mission they participate in.

#### •GREEN BERET•



The unit leader and most important member of the commando squad, the Green Beret has many unique abilities, making him pretty much the ultimate silent killing machine.

- 1. The Green Beret can use his Combat Knife to silently and effectively take down any German/Japanese troops. Should he be cornered, use the Knife to effectively take down a group of guards.
- 2. Hide him in a pothole, and then when a patrol passes by, he can get the jump on them with a surprise attack.
- 3. The Green Beret is the only commando who can carry or lift barrels. These can be useful for causing distractions or taking out groups of enemy troops when blown up.

#### •DRIVER•



The Driver can operate any vehicle and is also the team saboteur with his mini-arsenal of mantraps. He can operate any of the vehicles in the game, including tanks and other armoured transport that the rest of the team are unable to use

- 1. When your Driver has planted a tripwire, you can use the Sapper to place a grenade or remote bomb on the end, so when an enemy patrol walks into it they are blown up instead of just falling over
- 2. Setting a mantrap is only really effective against single troops if a downed soldier is spotted, the alarm will be raised, so be careful and plan where you place them.

#### •THIEF•



The master of the five-fingered discount, your Thief can pick locks, unlock doors and climb walls and the sides of buildings. Indispensable to the team and a key player in many of the missions.

- 1. Should a door be locked from the inside, you can use your Thief to either climb through the window or up the side of the building to enter a window higher up or gain access to a balcony. Once inside, you can unlock the door and then send your Green Poort in for the kill
- 2. The Thief's mouse is an excellent way to distract guards while you sneak up behind them and steal their possessions.

#### •WHISKEY•



Once owned by a brave member of the French Resistance, Whiskey found his way onto your team after the Thief rescued him when his master died.

1. Whiskey's bark is a great way to distract enemy personnel and pass equipment from one commando to another.

#### •SAPPER•



Meet the team's explosive expert, and the only commando who can use and place bombs, grenades and mines etc. If you require some fireworks, he's your man.

- 1. Once he has deactivated land mines, the Sapper can pick them up and use them later on to take out patrols, or set traps for when the alarm goes off.
- Grenades are a good way to take out groups of troops on the other side of walls, in bunkers or even to counter grenadiers.
- 3. The Sapper is the only member of your squad who can use the weapons in vehicles such as tanks etc although he can't actually drive them, so the Driver will

#### •DIVER•



Your very own aquatic expert, the Diver excels under water and can hold his breath longer than any of the other commandos.

- 1. The Diver's Throwing Knife is an excellent way to take out enemies silently from a distance. You only have a limited supply of knives so try not to lose any of them.
- 2. The Diver's raft can be very useful for getting around the coastline and is easy concealable since it's inflatable. Be warned, though: once your raft has been punctured

#### •SNIPER•



Your trusty marksman, the Sniper is the perfect choice for taking out troops from a distance. Although he has limited ammo for his rifle, used correctly he has just the right amount to take out key enemy personnel.

- 1. Rather than wasting ammo on ground troops, take out enemy soldiers on balconies, roofs and in bell towers – as well as causing you more problems, they also have a larger field of vision than the ordinary personnel.
- 2. Your Sniper is not the only one on the battlefield the enemy have their own sharpshooters. Using your man as a counter Sniper can be very important to the safety



Imperative to the success of many of your missions, the Spy is a master of disguise and speaks German with a silver tongue.

- 1. In order to preserve your Lethal Injections, use one jab to knock an enemy soldier out and then tie and gag him – rather than using three jabs to kill him.
- 2. Just because your Spy is dressed like a German Officer doesn't mean he's undetectable. Start acting suspiciously and you'll be rumbled, so try walking when in the presence of other German soldiers and don't steal a vehicle that's being worked on, as the alarm will be raised instantly

#### •SEDUCTRESS•



Ah, the femme fatale of the group. Using her seductive skills, Natasha can gain the attention of any German/Japanese personnel whether they're just grunts or high ranking Officers.

- Natsha's disguise may fool officers, but the Gestapo (the ones in black, for the uneducated) won't be so easily fooled. Keep your distance if you
- 2. Use Natasha to smash bottles over the head of enemy troops. As she can be mistaken for German personnel, getting close shouldn't be a problem.

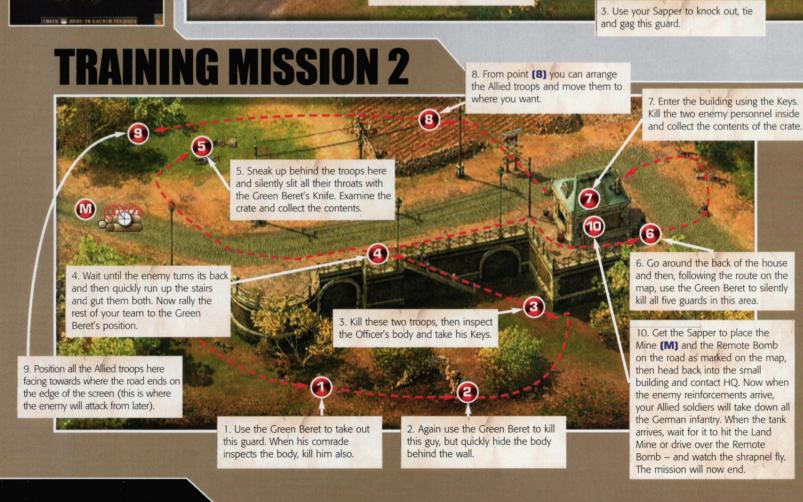
## BOOT CAMP

#### YOU BIG APE

Climbing plays a huge part in Commandos 2: there are few who can, but certain sections require your commando to climb walls, ladders, telephone poles and even swing along wires. By climbing up poles etc, you can actually avoid being seen by passing German/Japanese troops (on ground level). The wires are effective for getting onto roofs and through windows when other routes appear to pose danger.









MISSION ONE.

## **NIGHT OF THE WOLVES**

8. Still controlling the Thief, go through the main gate and into the small bunker (8) near the vehicle checkpoint. Inside, use the radio to contact headquarters and inform command about the captured allied submarine

9. Leave the bunker and make your way into the barracks (9) and go straight into the room directly ahead. Crawl under the bed to conceal vourself and finish the mission.

7. Once the General has left his office, take control of the Thief and enter the General's hut (7). Knock out the guard inside, then open the safe and take the letter and the Enigma device before quickly exiting the hut

Give the Sleeping Pills to Natasha. Direct both commandos towards the small hut (5). Leave the Thief outside and enter the building with Natasha.

6. Hide the Thief around the back of the hut (7) and take control of Natasha. Enter the long hut (6) and operate the phone in the office. She will now call the General's office and speak with him.

5. Examine the box to Natasha's right, use the Sleeping Pills on the crate of wine and exit the building. Use the Thief and look through the window. Once all the guards have fallen asleep, go through the door and search the guard in the white shirt. Collect his set of keys and go back through the door.

2. Speak with the French Resistance soldier who'll tell you how to deactivate the searchlights. After handing you a Whistle and asking you to take care of his dog, Whiskey, he'll die. Leave the building and go straight into the one opposite (3).

> 1. Get out of the boat and swim to the shoreline beneath the water so as not to be spotted by the patrolling German troops. Climb out of the water to your left, avoiding the two troops on your right (for now) and enter the building on the left (2).

3. Quickly knock the guard in front of you unconscious then do the same for the guard to the Thief's right. Search the cabinet to the right of the door and take the Sleeping Pills inside. Now head into the office and talk with Natasha (the Seductress). Select both the Thief and Natasha; leave the building and head towards the main gate (4). Avoid confrontation by using Natasha to distract the enemy patrols.













BOOT CAMP CAT BURGLAR

Sometimes it may not be possible for your Thief to pick a door lock, so the next best option is to dimb through an open window. Look through first to check you won't be spotted on entry then dive in. You can also use this method to exit buildings, especially if cornered by enemy troops.

MISSION TWO.

## DAS BOOT, SILENT KILLERS

BOOT CAMP CRAWL BEFORE YOU WALK

Like a newborn child, you may find yourself crawling around the many locations and be asking yourself crawling Well for starters, crawling around reduces the risk of enemy personnel spotting you. By crawling you can enemy personnel spotting you, by crawling you can also get into and through areas otherwise inaccessible on foot, such as barbed wire, small gaps at the base of houses and underneath beds.

9. Eliminate any enemy personnel around the fuel tank (this will make it easier for the Sapper to place his bomb later)

10. Head up the stairs on the side of the submarine pen and position your

men just out of sight.

1. Use the Diver to cut the restraints holding down the mines (he'll need to be

underwater to do this).

2. Cut through the fence using the Sapper's Wire Cutters.

4. Cut through the fence using the Sapper's Wire Cutters, while also watching out for the guard on the other side. Once through, rally all your men to this point.

Green Beret and take his the submarine pen. Keys (needed to free the Allied soldiers) 8. Call the Green Beret and now use your commandos to clear this area of enemy personnel (especially around the AA Gun).

11. Take out the warden with

7. Rendezvous with the Thief and Whiskey and give the papers to the Spy.

6. Head into the bunker and activate the radio to contact the Green Bere! (you can now call him at any time).

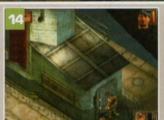
> 5. Bring the sapper here and fire off one round to alert the guards waiting at the main gate. Kill them one by one as they run around the corner then bring over the rest of your

troops once the area is secure.

Make your way into the room at the bottom of the stairs (13) and collect the Explosives for

Take the Green Beret into the prison cell, using the Key you stole off the warden, and free the prisoners inside (14).

Once all the prisoners have been freed, exit the cell.



Now enter the building at the opposite end of the pen, next to the submarine. Head up to the second floor and free the Allied Captain (15). Enter the control room, collect the Code Book and activate the switch to open the bay doors. Once you have done this, exit the building.



4

Go inside the submarine and take out all German personnel inside, so your men and the Allied soldiers can enter freely when the mission is complete.

BOOT CAMP NOW YOU SEE ME..

Using the 'enemy view marker' is extremely helpful. Upon bringing up the enemy range of view (indicated upon bringing up the enemy range of view (fluctace) by a large green triangle), you'll be able to avoid unnecessary conflict. The enemy range is bright green, although for some the edge may be dark green, as their view is obscured by scenery – you can crawl through this dark part without your commando being notice



3. Locate and disarm the mines in the

Detector. Don't waste your time getting

them all, just clear a safe path to the

fence on the other side.

minefield using the Sapper's Mine

12. Go through the door and climb down the ladder into

> Leave the submarine pen with the Sapper and the Green Beret. Make your way around the various huts (marked on the map) to collect the Explosives needed to destroy the AA Guns, Torpedo Room and Fuel Tanks. Each target is marked on the map with (16A), (16B) etc: place the Explosives in this order for the best chance of not getting caught. Also, use the Remote Explosives for the earlier ones, then timed Explosives for the rest. When they're all placed, detonate from the safety of the submarine pen.



Gather all your men and the Allied soldiers and board the submarine to complete the mission. (17)



#### Commando Combat Knife

The Compat Knife is used by two of you commandos: the Green Beret and the Diver. When used by the Green Beret, he'll need to be close so as he can cut the enemy's throat, whereas the Diver uses it as a Throwing Knife and takes the enemy down from a distance. Either way is very effective provided you aren't spotted by nearby enemy troops



MISSION THREE.

## WHITE DEATH

8. Use the Sapper and collect the explosives at the top of the hill.

> 7. Fly to point (7) on the map and get out.

10. Enter the ship through the door on the side of the AA Guns.

16. Take all your commandos, including the Allied soldiers, back out onto the ship's upper deck. Now activate the switch to lower the stairs on the side of the boat.

21 Now make sure that either the Green Beret Head up onto the ship or the Spy has the via the ramp on the side Enigma Device and have them head over to point (21) and board the plane 4. Make your way to hut (5) and walk behind it. Knock out the officer and take his Keys; use them to unlock the door and enter the hut 6. Secure the Hot Air Balloon and then hop in (all your men). 23. Place a Bomb inside the

AA turrets marked (23A), (23B) and (23C) on the map. Now get your Sapper inside the Allied Submarine and detonate the remaining Remote Bombs inside the Destroyer. If successful, and providing all your troops are on the correct vessel, the mission will end.

17. Head inside the hut and get one of your commandos to use the radio. Once you have contacted HQ, take the Allied Soldiers. Thief and Diver to point (18).

18. Take them all board the submarine. Now take your Green Beret, Sapper and Spy

2. Follow the directions to the tent marked (3) on the map.



1 Open the door, grab the Thermal Jacket from inside the locker and enter the next room. Tie and gag all enemy troops inside the sub before heading out onto the deck (this will help at the end of the mission).



3. Speak with Sapper and then exit the tent



5. Climb the ladder up to the loft and speak with the Green Beret to free him. Get the Green Beret to open the crate and take his belongings and a Thermal Jacket.

11. Go down the ladder inside and eliminate the two guards and mechanic (take note of the two generators).

12. Go through the door to your right into the engine room. Use the Green Beret to take out all the guards and mechanics. Then get the Sapper to place a Remote Bomb on the engine.

13. Head into the room towards the bow of the ship and again use the Green Beret to eliminate all the guards inside. Use the Decoy Box and then, when the troops from the next room run in to investigate, kill them and take the Keys from the officer's body.

14. Use the Keys on the locked door on the other side. Free the Thief, Spy and the Allied Soldiers, then exit the room.

15. Ascend the ladder inside the room. Eliminate the guards in the room before collecting the Timed and Remote Bombs from inside the crates

19. Head back into the destroyer, enter through one of the doors and make your way towards the stern of the ship. Free the Submarine Captain from the small cell.

20. Make your way to the control deck and get the Green Beret to enter the room and immediately take out the guard at the bottom of the stairs. Now quickly eliminate the remaining guards at the top of the stairs, then check the desk and collect the Enigma Codes, Cylinders and Machine itself.

back to the German destroyer.



22. Now the Sapper should have already placed a Remote Bomb in the engine room. Take him to the room before the engine room and have him place a Bomb on each o the two generators. Once you have done this, make your way back out onto the deck.



Many of the huts you don't actually visit on this mission can contain important and useful items. mission can contain important and useful items.

Also marked on the huts on the maps you'll notice
bomb symbols. This indicates the locations of the
bombs needed to blow up the ship's defences and engine room — essential if you're to complete the mission!







MISSION FIVE.

## HE BRIDGE OVER THE RIVER





10. Have Guinness join you in the hut and let him examine the model so he can find the weak point in the bridge.



12. Make your way to the hut marked (12) and go inside. Use the radio to send a telegram so the train will now head for the bridge. So now just sit back and watch as the bridge crumbles and the train takes a dive. Marvellous!

taking on small groups of German/Japanese militia or gaining the attention of nearby troops. You can collect the enemy Pistols too, but the ammunition in these is limited so use







13

MISSION SIX.

## THE GUNS OF SAVO ISL

17. Get the Green Beret and Sapper out of the bunker and return them to the seaplane. Once inside (provided all your other men and allies are also there) the mission will end and the commandos will make their escape.

13. Now bring the Diver, Driver, Shipwrecked Soldier and Allied Pilot to the plane and get them safely inside.

B

into the seaplane. Drop the Monkey Head and clear the plane interior of enemy personnel

7. Secure a clear path for the Allied Pilot. Now take the Sapper into both huts marked with bomb symbols on the map and collect the explosives inside before returning to the Green Beret.

8. Enter the hut and go down the stairs.

BOOT CAMP

PYROMANIAC

PYROMANIAC

Explosive barrels can be very useful for neutralising groups of enemy troops. Your Green Beret is the only commando who can pick up the barrels, so use him to position the barrel near your men (but out of the explosive range). Fire off a round from your pistol (but out of the explosive range). Fire off a round from your pistol and wait for the swarm of German/Japanese troops to run to the source. Once they near the barrel shoot it once and watch in awe, as the Nazis become airborne.

6. Free the Allied Pilot from inside the cage above the stream and then hide him in the nearby bushes (remember where you leave him though).

14. Now bring the Green Beret and Sapper to point (14) on the map and head into the bunker using your newly acquired

3. Secure the beach with the Green Beret, hiding dead bodies in the sea or the bushes.

4. Take out the surveillance point guards and then bring the Sapper up from the beach

2. Take the Green Beret & Sapper into the water, submerge (so as not to be spotted by the enemy surveillance points) and swim around to point (2) on the map.

and around the houses then proceed towards point (6) on the map

5. Take out any guards near the bunker entrance

1. Quickly row your boat to shore. Speak with the shipwrecked soldier, and then hide the Driver, Diver and Shipwrecked Soldier in the bushes.



Secure the corridor and then go through one of the two doors on the east wall (not the door at the end). You'll need to kill the officer in the white sailor suit and take the Keys which he is holding (the Green Beret is best suited for the job).



Leave the control room and go through the door at the end of the corridor into the shrine. Get the Sapper to place a bomb against the cracked wall and then blow it. Use the Green Beret to carry the Monkey Head and go through the opening.



Make your way through the underground bunker, killing any guards on your way, until you reach the artillery room.



Use the Green Beret to clear the room of enemy guards and then have the Sapper place two explosives next to the large AA Guns, exit the room and detonate them.

BOOT CAMP

EXPLOSIVE SEARCH Many of the huts here contain important explosive devices which the Sapper will need in order to complete the mission. Marked on the huts on the map you'll notice bomb symbols. This indicates the locations of the bombs needed to blow up the AA Guns in the underground bunker.





### BOOT CAMP

You can disguise your men in the uniform of enemy personnel provided they are dead or tied and gagged. Only your spy will be able to interact with other Ornly your spy will be able to interact with other Ornly your spy will be able to interact with other ornly apanese personnel once disguised in a uniform. However, although the rest of your commandos can't actually interact with German/Japanese troops, they can fool them from a distance (just don't get too dose or you'll be rumbled). IT'S NO ARMANI

13. Clear the enemy

other side of the bridge

(preferably enemy Snipers).

the bridge. Now use your Sniper

to eliminate any enemies on the

threat from

Only usable by the Sapper, the Grenade is a perfect weapon for taking out small groups of enemy troops and blowing up non-armoured vehicles. Grenades are hest used against groups of Grenadiers (before they have spotted you), as these can be a nightmare once they begin to pepper your pathway with high explosive.

and Grenade.

14. Go down the stairs and across the lower bridge, remembering to cut through the barbed wire with the Wire Cutter (one pair can be found in each of the three buildings).

1. Crawl to point (1) on the map so as not to be spotted by the enemy, then knock out the guard at the top of the stairs

9. Head across the street.

they are and take the Thief

to point (10) (follow the

arrows on the map).

Leave your men where

10. Crawl through the gap, knock out the guards on the other side and unlock the safe and collect the Code Book inside (take note of the radio next to the safe)

15. Walk up the stairs on the other side. Again use the Sniper to eliminate any troublesome guards in the windows of the derelict houses, and then quickly enter the building marked (15).



Knock out the guard and untie the Green Beret. Exit the room and collect the equipment from the crate.



Go downstairs, eliminate any guards on your way and use the Thief at the bottom to unlock the doors and exit the building.



Climb down the ladder and enter the room with the Sapper. Kill the guard and untie the chap.



Take your men downstairs and use the Thief to unlock the door (you may find it easier to kill the guards in the room first).



Climb the ladder into the main hallway, unlock the front door and bring in the Green Beret.



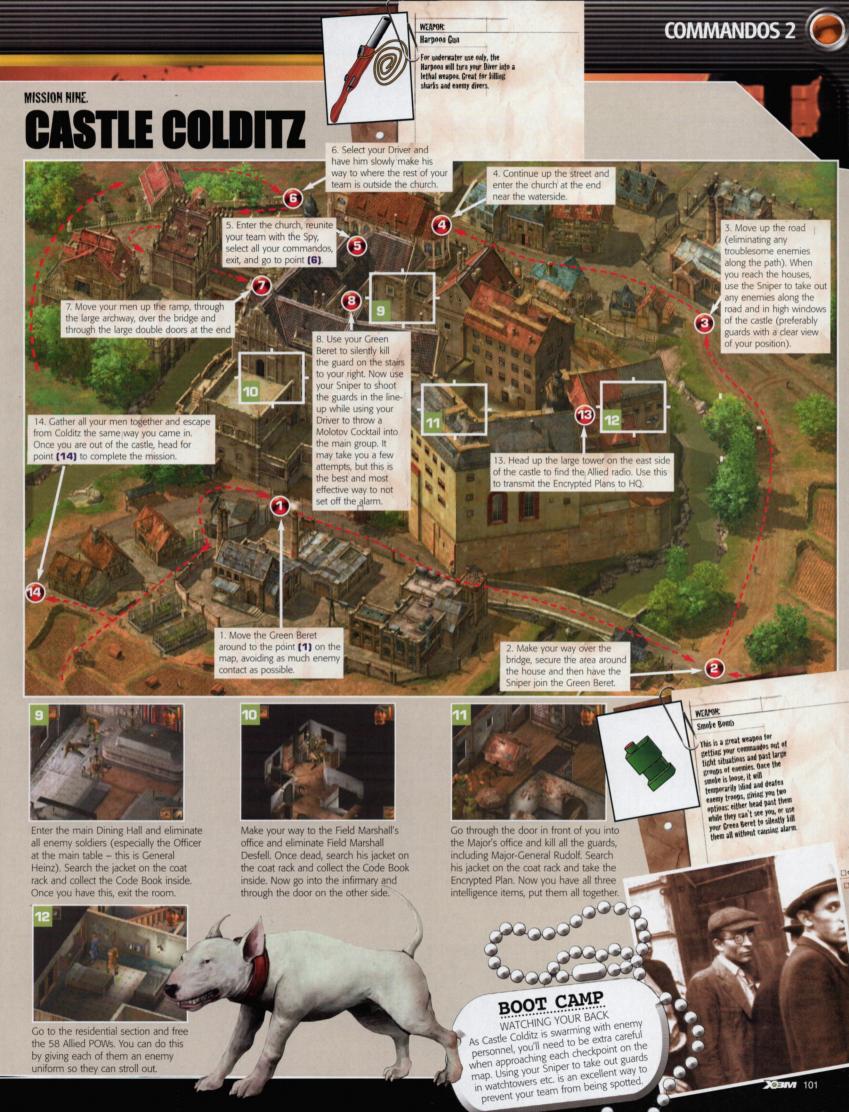
Take the Green Beret upstairs, eliminate the enemy soldiers and free the Sniper. Gather your troops and take them all outside.



Use a First-Aid kit on Private Smith to heal him, and then have him join your team.



Exit the building and make your way back over to the building marked (10). Take Private Smith into the basement where the safe is and have him use the radio to speak with HQ. The mission will now be over.



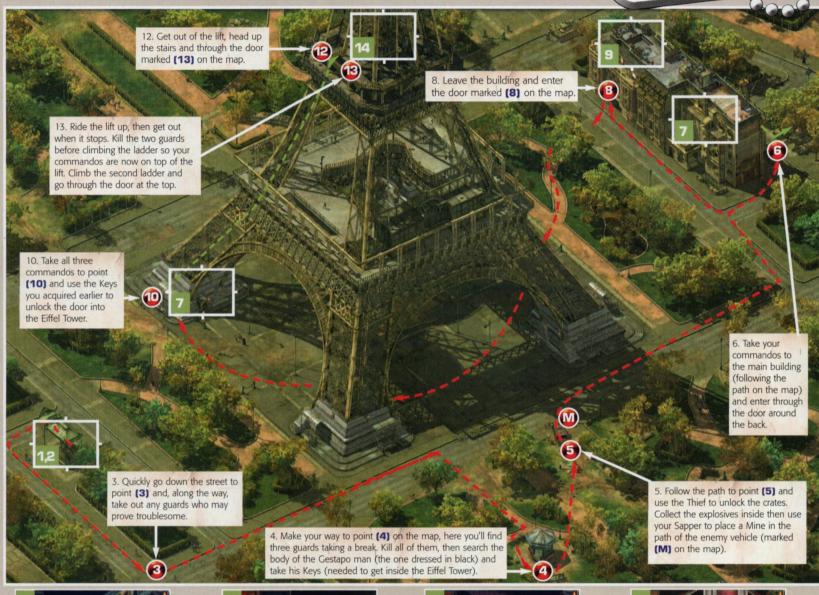


MISSION TEN.

## IS PARIS BURNING ?

MAPPING YOUR ROUTE

Use of the map can prove very useful for planning your mission ahead. It also indicates enemy troops as red dots, which can be useful for spotting enemies who you may have missed, or studying their patrol routes to help you plan your moves safely past.





Select your Green Beret, Thief and Sapper. These are the only commandos you'll need for this mission. Take out the guards in the station and then head up the stairs to the ticket office.





Clear a path through the guards and take your three commandos up the stairs at the other end and out onto the streets of Paris.



Take the lift to the fourth floor and then go into the second office and speak with Natasha who'll tell you more about disarming the bomb.





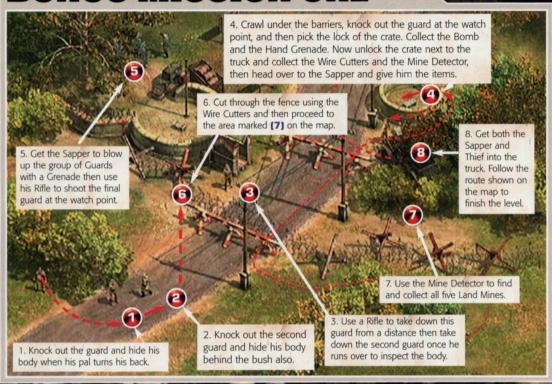
Make your way up to the second floor, eliminate all the guards (especially the ones in the main office) and then have the Sapper deactivate the trigger device to the right of the door. Once you have done this, exit the building.



## BONUS MISSIONS

WHILE PLAYING THE MAIN MISSIONS. YOU'LL FIND SMALL BROWN BOOKS IN VARIOUS CUPBOARDS AND DESKS ETC. VANISHING WHEN SELECTED. THESE ARE BONUS BOOKS AND ARE PART OF THE PHOTOGRAPH SHOWN AT THE END OF EACH LEVEL. IF YOU MANAGE TO COLLECT EVERY BOOK ON A LEVEL, YOU'LL UNLOCK THAT LEVEL'S BONUS MISSION. (NOTE: 'SAVING PRIVATE SMITH' DOES NOT HAVE A BONUS MISSION.)

## DNUS MISSION ONE



## MISSION TWO

THIS MISSION IS VERY STRAIGHTFORWARD, AS IT REQUIRES NO KILLING, NO STRATEGY AND, OF COURSE, NO MAP WHAT YOU'LL NEED TO DO IS DIRECT THE SPEEDBOAT THROUGH THE BUOYS [01] AROUND THE CIRCUIT WITHOUT HITTING ANY OF THE MINES [02]TO COMPLETE THE MISSION YOU HAVE TO CROSS THE FINISH LINE WITHIN THE ALLOTTED TIME.



## BONUS MISSION THR

9. Finish the level by driving the truck to point (7) on the map of Grenadiers

4. Clear this area of enemy personnel silently then take the Sniper and the Sapper to the Green Beret's position.

6. Use a Grenade to blow the group of Grenadiers up.

3. Get your troops out of the vehicle and hide them all in the nearby bushes, except for the Green Beret

> 1. Eliminate the troops around the amphibious vehicle using the Green Beret.

8. Gather all your men into the truck. Use the Green Beret to move the two barrels from behind the truck (this will prevent them from blowing up should you accidentally drive into them) then get the Green Beret into the truck too.

5. Use the Sniper to take out as many troops here as possible

7. Using your entire team, take out any of the remaining enemy soldiers

2. Rally all your men into the vehicle, then drive to point (3) on the map







2. Use the Green Beret to finish off any remaining enemy troops and free the Sapper

BOOT CAMP

NOSING AROUND Searching cupboards, boxes, desks and barrels is highly recommended, as you'll be surprised at what you can find. Many cupboards contain extra ammo, new weapons and even First-Aid kits. You can also new weapons and even First-Aid kits. You can also new reaching the cupboards clasks etc. to store items if you're new weapons and even misraid his, rou can also use cupboards, desks etc to store items if you're overburdened, which you can then collect later in the mission when required.



## **BONUS MISSION 7**

3–13. One by one use the Wire Cutters to sabotage each rudder (located on the tail) of the Zeros. This will prevent them from following you when you finally make your escape. As you proceed down the carrier you'll have to deal with the many guards that patrol the ship's deck. Remember that the less confrontation you have with



then use the radio to transmit the coordinates of the carrier's location.

Use the Green Beret to take out the crew inside the control room

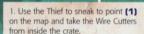
16. Leave the control tower and head for point **(16)** on the map. Rally the rest of your men here and put the Thief and Green Beret into the first plane.

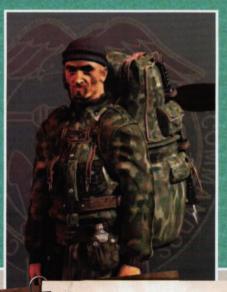
. Head back to your group and give the Wire Cutters to the Sapper.

14. Make your way up to the control room entrance on the second floor of the

ship's tower and go through the door.

17. Now take your Driver and Sapper to point (17) and get them both to enter the second plane. Both prototypes will now take off and your men will escape – two Zeros attempt to follow you but crash into the tower and the sea







WEAPON:

Booby Trap

Once the Driver has set his Yripwire, you can then use the Sapper to attach either a Grenade or a Bemote Bomb to the end of the wire. How when enemy personnel trip the wire, instead of falling over unconscious they'll be blown into the air, killing them instantly.

WEAPON

Anti-Yank Mine

Can only be used by the Sapper and does exactly what it says on the tin. Place in the path of an enemy tank It says on the fin. Place in the path of an enemy tank or other vehicle, and then watch the shrapnel fly as it drives over the mine. Unfortunately, if you drive a vehicle over your own mine, it will detonate. So remember where you've placed them!.

MP40 Sub-Machine Gun

A light automatic weapon that is capable of taking down small groups of enemy soldiers in a single burst. Ammunition for this weapon comes in great quantities and is carried by many enemy personnel.



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## CHEATS & TIPS

WE'LL HELP TO MAKE YOUR LIVES A LITTLE EASIER...

## PIRATES: THE LEGEND OF BLACK KAT

#### **INVINCIBILITY FOR KATRINA**

While playing a game, Hold L+R and press ♠, ♠, click Left Analogue Stick, press ♠, click Right Analogue Stick, press Back, click Right Analogue Stick, press White, Black, ♠.

#### **INVINCIBILITY FOR WIND DANCER**

While playing a game, hold L+R and press Back, ❷, White, ❷, click Right Analogue Stick, press Black, ❷, click Right Analogue Stick, press ❷, click Left Analogue Stick.

#### **☒ INFINITE ITEMS ON PICK-UP**

While playing a game, hold L+R and press B, White, Back, Black, click Right Analogue stick, click Left Analogue Stick, press ♥, ♠, click Right Analogue Stick, press ♥. You'll need to locate each item before it becomes infinite.

#### **■ INFINITE WIND BOOST**

While playing the game, hold L+R and press Back, White, click Right Analogue Stick, press ♥, click Left Analogue Stick, press ♥, Black, ♥, ♠, click Left Analogue Stick,

#### **REVEAL ALL TREASURE CHESTS**

While playing, hold L+R and click Right Analogue Stick, press ②, ③, click Left Analogue Stick, press ②, White, Back, click Left Analogue Stick, press ③, Black.

#### **▼ REVEAL ALL BURIED**TREASURE CHESTS

While playing a game, hold L+R and press ♠, ♠, ♠, ♠, ♠, ♠, White, Back, click Left Analogue Stick, press Black, click Left Analogue Stick, click Right Analogue Stick. Green markers will now appear on the captain's log maps to indicate the location of the buried treasure chests.

#### **☑** ALL TREASURE CHEST KEYS

While playing a game, hold L+R and press ♥, Back, ♠, ♥, click Right Analogue Stick, press White, click Left Analogue Stick, press Black, ₺, click Left Analogue Stick.

#### WIND DANCER GALLEON UPGRADE

While playing a game, hold L+R and press Black, ②, click Right Analogue Stick, click Left Analogue Stick, press ②, ②, click Right Analogue Stick, press Back, White, ③. When you sail onto another map, you'll have the Galleon

#### ■ ADVANCE TO KATRINA'S NEXT SWORD

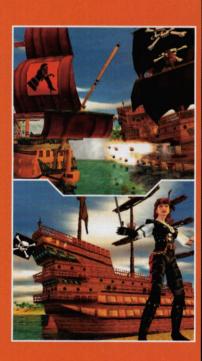
While playing the game, hold L+R and click Right Analogue Stick, press Back, Black, click Left Analogue Stick, press 

✓, White, ✓, click Left Analogue Stick, press 

✓.

#### **IX** EXTRA GOLD

While playing a game, hold L+R and press ②, click Right Analogue Stick, press White, ③, ④, click Right Analogue Stick, press Back, click Left Analogue Stick, press ③, Black.



# TRENT MARVIN MARVIN MARVIN COLLINY SE

## **GAUNTLET:**DARK LEGACY

INVINCIBILITY

Enter INVULN as a name.

PERMANENT SUPER SHOT WITH LARGE CROSSBOW

Enter SSHOTS as a name.

Enter MENACE as a name.

PERMANENT REFLEX SHOT
Enter REFLEX as a name.

Enter EGG911 as a name.

PERMANENT ANTI-DEATH
Enter 1ANGEL as a name.

Enter 000000 as a name.

Enter PEEKIN as a name.

Enter PURPLE as a name.

PERMANENT SHRINK ENERGY AND GROWTH

Enter DELTA1 as a name.

ALWAYS HAVE NINE POTIONS AND KEYS

Enter ALLFUL as a name.

RUN QUICKLY

Enter XSPEED as a name.

THROW QUICKLY
Enter QCKSHT as a name.

Inter 10000K as a name.

## SSX TRICKY

**▼ FULL STAT POINTS** 

At the title screen, hold L + R and press ® x2, Right, ® x2, Down, A x2, Left, A x2, Up.

☑ PLAY AS MIX MASTER MIKE

At the title screen, hold L + R and press 2 x2, Right, 2 x2, Down, 2 x2, Left, 2 x2, Up. Whichever character you select will automatically be replaced by Mike.

MALLORA BOARD

At the title screen, hold L + R and press  $\overset{\circ}{\Delta}$  x2, Right,  $\overset{\circ}{\omega}$  x2, Down,  $\overset{\circ}{\nabla}$  x2, Left,  $\overset{\circ}{\Delta}$  x2, Up. This code only works for Elise.

**ANNETE BOARD** 

At the title screen, hold L+R and press  $\varnothing$ ,  $\varnothing$ , Left,  $\varnothing$ ,  $\varnothing$ , Down,  $\varnothing$ ,  $\varnothing$ , Left,  $\varnothing$ ,  $\varnothing$ , Up. This code only works for Kaori.

**▼ STICKY BOARDS** 

At the title screen, hold L + R and press  $\otimes$  x2, Right,  $\circ$  x2, Down,  $\circ$  x2, Left,  $\wedge$  x2, Up.



## MAX



# HUNTER: THE RECKONING

#### IXI VIEW GOOD ENDING

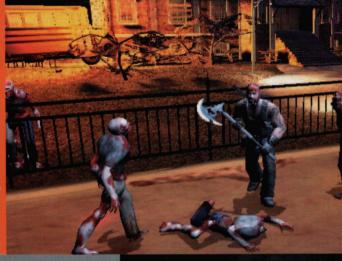
All you have the do is save at least 50 innocents by the time you complete the game. The train will then be fixed – allowing the innocents to leave safely.

#### **■ UNLOCK ALTERNATIVE HUNTER MODE**

Complete the game with any character, then go to the Extras menu and select 'Activate Alternate Hunter Mode'. Once selected the option will read 'Deactivate Alternate Hunter Mode' and a new set of costumes will then be available.

#### **IXI UNLOCK NIGHTMARE MODE**

Complete the game with any character, then go to the Extras menu and select 'Activate Nightmare Mode'. Once selected the option will read 'Deactivate Nightmare Mode' and the game will be more difficult.



# QUICK TIPS

CHECK OUT THESE HANDY HINTS ...

# DEAD OR ALIVE 3



#### **LET IT SNOW**

In the Versus and Training modes you can choose how heavy you want the snow to fall. Do this by pressing of for regular snowfall, of for heavy snowfall, or of to let the CPU decide.

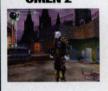
# CRASH BANDICOOT: THE WRATH OF CORTEX



#### ALTERNATIVE ENDING SEQUENCE

Collect all 46 gems to view the alternative ending sequence.

#### BLOOD OMEN 2



#### USE THE SOUL REAVER

At the title screen, press White, Black, Left Trigger, Right Trigger, A, A, A, and then begin a new game. Kain will now be wearing the iron armour that he wore in The Legacy Of Kain, and will wield the Soul Reaver.

# PROJECTGOTHAMRACING



#### **ALL CARS & TRACKS**

Enter 'Nosliw' as a name to unlock all cars and tracks. This code is case sensitive, so be sure to use a capital 'N'.

#### **NIGHTCASTER**



## **REFILL HEALTH**

When you are low on health, go to a mushroom ring and save your game. Now quit out of the game and reload from where you saved. You'll now be able to continue with your health fully topped up.

#### X HALO



#### KILL THE HUNTERS

To kill the Hunters easily allow them to get close to you, then as they stretch their arms up in preparation for attack shoot them in the soft orange parts of their stomachs. With a shotgun or pistol you can kill them in one blast with this method.

# NBA INSIDE DRIVE 2002

N.B. THESE CODES ARE CASE SENSITIVE

# ■ EASY THREE POINT SHOOTING

Go to the codes screen and enter THREE4ALL. You'll now have much greater accuracy when shooting.

#### **INFINATE TURBO**

Go to the codes screen and enter **CARDIOMAN.** You'll now be able to run at full speed as long as you want.

### **■ LITTLE PLAYERS**

Go to the codes screen and enter **SMALLSHOES**. Players will now appear much

#### **■ MORE ALLEY-OOPS**

Go to the codes screen and enter **IGOTHOPS**. Your players will now be able to perform more alley-oops.

## **NO TRADE RESTRICTIONS**

Go to the codes screen and enter **GIMMIETHAT**. Trades will now go through more easily

#### **▼ PLAY WITH A VOLLEYBALL**

Go to the codes screen and enter **SPIKEIT**. You will now be able to play the game with a volleyball

#### **図 PLAY WITH WNBA BALL**

Go to the codes screen and enter **GOTGAME**. You now be able to play the game with the

#### **▼ PLAY WITH A FOOTBALL**

Go to the codes screen and enter **HOOLIGAN**. You will now be able to play the game using a football.

#### **▼ PLAY WITH THE ABA BALL**

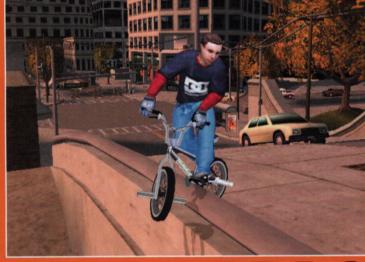
Go to the codes screen and enter **OLDSCHOOL**. You'll now be able to play the game using the ABA ball.

#### **▼** THE CHICAGO ROOF COURT

Go to the codes screen and enter **WINDYCITY**.
You'll now be able to play the game on a secret court

### **▼ PLAY WITH THE XBOX BALL**

Go to the codes screen and enter **BACHMAN**. You will now be able to play the game using the Xbox ball.



# **DAVE MIRRA 2**

### **☑** OPEN EVERYTHING

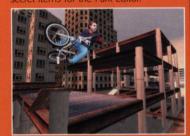
At the Main Menu, press Up, Right, Down, Left, Right (X2), Up, Down, Left, Right, Up, Left, Right (X2), Down, and ❖ You will now have access to all characters, levels, moves, bikes, outfits, and sponsors.

# **■ UNLOCK ALL THEMES FOR THE PARK EDITOR**

At the Main Menu, press Up, Left, Down, Right, Down, Up, Down, Right, Left (X2), and S. You will now be able to dress your park design up to look exactly how you want it.

# ☑ UNLOCK ALL OBJECTS FOR THE PARK EDITOR

At the Main Menu, press Up, Left, Down, Right, Down, Up (X2), Down, Right (X2), and  $\otimes$ . You'll now have access to all the secret items for the Park Editor.



# PAYNE

## E CHEAT MENU

Press Back during a game to display the main menu. Then at the main menu, hold L+R+ click Left Analogue Stick + click Right Analogue Stick, and press White, Black x2, White x2, Black. A cheat menu will appear that has 'All Weapons' and 'Refill' options.

#### **EXTRA DIFFICULTY SETTINGS**

Complete the game on the Fugitive difficulty setting to unlock the Dead On Arrival and New York Minute difficulty settings.

#### BONUS LEVEL

Complete the game on the New York Minute difficulty setting to unlock a new bonus level where you have to kill lots of enemies in Bullet Time.



Hi XBM.

I am an owner of an all-powerful Xbox and a huge Star Trek fan, just like thousands of others in the UK alone. And these fans, like me, want to get hold of the precious information we so long for. We desperately need to know if and when any Star Trek games are coming onto Xbox, and have you heard anything already?

If you can put our minds at rest it would be so greatly appreciated; the sooner we can get stuck into the best Star Trek gaming experience ever... the better! So please XBM, keep us fans of that excellent sci-fi series up-to-date on this subject. Let us know any gossip you may have heard, or are going to hear as soon as it hits your ears, by putting the info in your mag. Thanks XBM, and all the best with the future luck of your brilliant magazine.

A Star Trekker, Uranus

 Sorry, but no Star Trek games have been confirmed for Xbox as of yet. There is a chance of Elite Force 2 making it's way over from PC but apart from that nothing. Obviously we'll keep you posted.

Dear XBM,

Thank you for your reply to my letter, my son Jordan was over the moon. We finally got the Xbox on 14 March (it seemed like a lifetime to wait). Jordan loves it even though the controllers are harder than ever for him, but he doesn't complain. I went and bought him the controller that looks like an aeroplane's. Anyway his favourite game at the moment is Jet Set Radio Future, then, of course, Dead or Alive 3 and he can't wait for Shenmue to be released. He asked when Shenmue will be released and thanks for putting his name and his dad's in the mag. Keep up the good work. Love the mag.

Andy and Jordan Boyd, Middlesbrough, Cleveland

**I** Shenmue 2 is out in November... Further to your point about controllers and peripherals for the disabled, we have learnt that both Namco and Microsoft are researching this very thing. We have no specific details at present but you can be sure that we'll let you know as soon as we do.





PROJECT GOTHAN

CREME DE LA CREME: Xhox exclusive titles have have stood out most since the Xbox release.

Dear YRM

So Microsoft thinks that reducing the price of the Xbox was a good idea. Well it was right, it was. But does it think that it can leave the price of the games at the level they are at the moment? There is no way that games like Dark Summit and Arctic Thunder are worth £44.99 at release when you compare them to games like Halo and Project Gotham Racing etc. Come on Microsoft, if you want to beat Nintendo and Sony be the first to release new games in different price brackets depending on their quality. Or reduce them six months down the line. After all, Microsoft is giving the impression that all games are the same quality by charging the same price. What are your thoughts XBM?

#### Rupert Harris, Kettering, **Northants**

PS Keep up the great work and honest reviews!

I Two things we'd like to see: cheaper new games and a budget range of Xbox games. It shouldn't be long before we see both...



Conversions are going to kill the Xbox off if Microsoft isn't careful. Microsoft obviously wants to attract PS2 owners but why are PS2 owners going to buy a new console which runs games they've already had? With no enhancements? It seems like blatant madness by Microsoft to me!

Microsoft needs to establish Xbox as the machine which stands tall above others, not one that's happy to mingle in somewhere behind the PS2 and GameCube by accepting old PS2 cast-offs. Look at the Xbox exclusive games: DOA3, Project Gotham Racing, Project Ego, Halo, Munch's Oddysee etc. These games look spectacular, make people sit up and notice! The best games at the moment are the exclusives - doesn't that tell Microsoft something? Don't

let them make straight conversions. Surely it can exercise some control.

O KILL THE XBOX O

Anyway... this new price drop has finally kicked me to go and buy an Xbox. And because I haven't yet enjoyed the launch games in my own room I still have heaps of gaming to come - I hope by the time I'm finished with those titles some of the Xbox originals will be here - Project Ego, Quantum Redshift, Kakuto Chojin...

As it stands, the Xbox will never be seen as the superior console until the sludge of conversions is blocked. Imagine a console that had totally original games, with only a very few big titles from other machines going over to it... that still could be the Xbox - a standalone console of superior gaming!

Screwfaced Mech, Luton, **Bedfordshire** 

PS Love the mag! Your review system and design make you probably the best Xbox mag out there, but anyone who says DOA3 is 'unbelievably shallow' doesn't know much about fighting games and deserves to be slapped... besides that, keep it up.

**図** Before E3 we would have been in complete agreement with you. Since then though, Microsoft has sorted it out. Games like Deus Ex 2, Project Ego, BC, Splinter Cell and Blinx will all surpass the quality of those launch games. We kid you not.

Hi XBM,

I was just reading your section XBM Xtra and I have say I was extremely excited about the Codemasters game Club Football. Well, that was until I got to the part about 15 teams. First I thought 'that's not bad, 15 Premiership teams.' But no, only six Prem teams and none of them the team that I support. You can't make everyone happy I understand, but why those teams? Man U I completely understand because they're the world's most popular team. However, Aston Villa? Who supports Villa and when was the last time they won anything? Also if you include such teams as Rangers,

Barca, Juve and Arsenal then it is only fair that you include their rivals - Celtic, Madrid, Lazio and my team, Tottenham.

So can you please tell Codemasters to pull its finger out. I'm not asking for every team to be there, just the top English teams. Everyone knows that the Premiership is the most watched league in the world so why not drop such teams as Dortmund, Hamburg and Ajax, who no one cares about.

If this isn't possible why don't they bring out a version where you can make your own team and put that in the Prem? This would make everyone happy - please pass this idea on to Codemasters 'cause they need to do something.

Avern, Hastings, East Sussex

You're not the only one to complain about this... We spoke to Codies about it and they

supported teams.

told us that their decision was based on the most supported clubs in the country and in Europe. Hopefully, if the series is a success, they'll follow it up with some of the less-well

IT'S GOOD TO TEX

Here are the best texts we've had this month - and we've left them just as you typed them for authenticity!

CONSOLE WHAT I WANT TO NO WHEN U ARE GOING TO BRING OUT GRAND THEFT **AUTO THREE OUT** 

Never. We don't bring the games out. Besides, GTA3 is a PS2 exclusive...

WHERE DID THE CONTROLLERS WITH THE

Don't know, where did the controllers with the green centers go? Oh, it's not a joke?

HILL WAS JUST WONDERING IF LOAN GET ONLINE WITH XBOX AND HOW TO DO IT. PLEASE HELP, THANK YOU, ANDREW

Eventually, yes. You'll have to wait for Xbox Live - see our lead news this ish.

JUST HOW BIG IS THE XBOX HARD DRIVE. I VE USED 10000 AND STILL HAVE 50000+ AVAILABLE. HOW MANY BLOCKS ARE THERE REALLY ON THE HARD JE. M. CHAPMAN.

We have yet to make a dent on our hard drive. We suspect, however, that it's the size of an elephant.

CAN I CONNECT MY XBOX TO A NORMAL S6K MODEM

GEOFF CRAMMONDS GRAND PRIX 4 THAT DUE SOON ANY ITS BASED ON LAST SEASON WOULD THE DEVELOPER OF THE GAME BE RELEASING AN UPDATE OU COULD PUT TO HARD DRIVE Nice idea but unlikely, however.

WHOS GONNA WIN THE WORLD CUP? Not England, that's for sure. Italy? Argentina? France?

MANDALORIAN BATTLE ARMOUR. RICHARD IN DONCASTER. Accelerated learning.

DOES THE XBOX HAVE A DVD PLAYER Yes. But you hve to buy the DVD Remote to use it. This will set you back £30.

HI. I WANT TO BUY THE FIFA GAME -WORLD CUP". BUT KNOW NOTHING ABOUT FOOTBALL, WOULD I FIND IT DIFFICULT TO PLAY, PAULA.

You know nothing about football, you say? You and FIFA are made for each other...

IF GAMECUBE HAD HALO WHAT SORT OF VERSION COULD IT COME UP WITH NOT SO GOOD I RECKON THANKS MART

We're thinking of happy smiley things, gold coins and and, well... GameCube simply couldn't manage it.

# •==VIFORUM

Time to find out what's been going on in the XBM Forum, you can join in the Xbox chat by getting yourself onto the Internet and visiting xbox.totalgames.net

If you put smiley faces into your messages, our system will automatically turn them into little icons like this...













All times are GMT next newest topic | next oldest topic

EOFF CRAMMOND'S

# ymob

Graphics

STRESSED

TEXT ME YOU B\*\*\*\*

BUZZZ ZZZ

Nokia (14xxxx): 3210, 3310, 3330, 5510, 6210, 6250, 8210, 8850, and 9110(i). Ericsson: T20e, R520m

Nokia (13xxxx): 402, 702, 3210, 3310, 3330, 5110, 5130, 5146, 5510, 6110, 6130, 6150, 6210, 6250, 7110, 8810, 8210, 8310, 8810, 8850, 8890, and 9110(i) Ericsson: T20e, R520m

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DUNE IT

You're my

GoOnMySon

# Mottest Tones

# Without Me - Eminem Kiss Kiss - Holly Valance The Logical Song - Scooter Hero - Chad Kroeger Takes A Little - Ms Dynamite Stop Crying Your Heart Out - Oasis Get Over You - Sophie Ellis Bextor Unchained Melody - Gareth Gates Julie - Shaggy & Ali G Light My Fire - Will Young Irie - Luck and MC Neat Little Less Conversation - Elvis vsJX 111952 111965 111966 111967 111968 111969 111684 111666 111414 Light My Fire - Will Young Irie - Luck and MC Neat Little Less Conversation - Elvis vsJXL We're On The Ball - Ant and Dec Tranzy State Of Mind - Push All I Want - Bellefire Best In Me - Blue Don't Let Me Get Me - Pink Be Cool - Paffendorf At Night - Shakedown Boom - Anastacia Temple Of Dreams - Future Breeze La La Land - Green Velvet Love At First Sight - Kylie Evergreen - Will Young Whenever Wherever - Shakira In My Eyes - Milk inc. Bop Bop Baby - Westlife Heartless Theme - Heartless Crew Follow Da Leader - Nigel & Marvin Sunglasses@Nite - Tiga & Zyntherius Attitude - Alien Ant Farm Livin It Up - Ja Rule Fly By II - Blue The Hindu Times - Oasis Freak Like Me - Sugababes Lazy - X Press 2 Beautiful - Matt Darcey Oops Oh My - Tweet Girlfriend - NSYNC Make It Good - A1 Just A Little - Liberty X We Are All Made Of Stars - Moby Rock The Boat - Aaliyah It's Ok - Atomic Kitten 111956 111957 111958 111960 111950 111930 111962 111963 111951 111953 111954 111955 111659 111661 111940 111941 111942 111942 111943 111944 111946 111931 111895 111896 111939 111932 111933 111934 111935 111937 111938

Popular Tones -	_
Hey Baby - DJ Otzi	111446
How You Remind Me - Nickelback	111671
Something - Lasco	111682
Champagne Dance - Pay As You Go	111894
Ain't It Funny (Remix) - J Lo	111690
OI - More Fire Crew	111692
Tainted Love - Marilyn Manson	111888
4 My People - Missy Elliott	111890
It's Goin Down -X Ecutioners	111892
Lets Push Things F The Streets	111929
Don't Let Me Get Me - Pink	111930
Blow Your Whistle - DJ Alligator	111567
Angel - Shaggy	111114
Will I - Ian Van Dahl	111547
A World Of Our Own - Westlife	111654
True Love Never Dies - Flip & Fill	111655
Always on Time - Ja Rule	111644
Bad Intentions - Dr Dre	111620
Insatiable - Darren Hayes	111665

IIISat	Idult	- Da	IGILI	layes	
200	2-2	001	Tor	nes	

Bohemian Like You - Dandy Warho	ds 111513
In The End - Linkin Park	111489
Flawless - The Ones	111488
Fat Lip - Sum 41	111468
Get UR Freak On - Missy Elliot	111116
Bad Boy 4 Life - P Diddy	111394

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Heart of Gold - Bang	111753
Fire Wire - Cosmic Gate	111284
On The Move - Barthezz	111447
Zombie Nation - KernKraft 4000	111252

Zombie Nation - KernKraft 4000	111252	
Theme Tones ———	1000	
Mission Impossible	111121	
Only Fools And Horses	111369	
Axel F - Beverley Hills Cop	111601	
Match of the Day	111126	
Winnie The Pooh	111613	
Benny Hill	111139	
633 Squadron	111608	
James Bond	111119	
Star Wars - Cantina Theme	111124	
Star Wars - Binary Sunset	111346	
Star Wars - Main Theme	111125	
Muppets	111134	
Scooby Doo	111142	
Rocky	111141	
Sex and the City	111673	

The Good The Bad The Ugly Formula One 111562 Red Dwarf 111611 Spiderman 111645 Popeye 111129 **Looney Tunes** 111151 **Blackadder** 111609 111255 **Austin Powers** 111279 **Thunderbirds** Big Brother 111342

SO SOLID CREW - 111911

21 Seconds They Don't Know Haterz

Because I Got High - Afroman Fight Music - D12 Blow Ya Mind - Eve&Gwen Stefani

Can't Get U Outa... It's In Your Eves On A Night Like This

Only Fools and Horses **Benny Hill Father Ted** 

Doo Wah Diddy - DJ Otzi Saturday Nite-Whigfield Y.M.C.A. - Village People

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THINK YOU KNOW ABOUT XBOX GAMES? THEN WHY NOT TEST YOUR KNOWLEDGE IN THE XBM TRIVIA QUIZ...

# 01 QUESTION

When is Xbox Live launching in the States?

- a) November 2002
- b) December 2002
- c) January 2003
- d) In a couple of weeks

# **QUESTION**

How much will it cost US gamers for the first year?

- a) \$4.95
- b) \$49.95
- c) \$149.95
- d) A pound of flesh

# **OUESTION**

Which of these games is not online?

- a) Halo 2
- b) Shenmue 2
- c) Unreal Championship
- d) Midtown Madness 3

# 04

# **QUESTION**

Who is developing Panzer Dragoon Orta?

- a) United Game Artists
- b) AM2
- c) Sonic Team

# **OUESTION**

Which desert has Mike been in recently?

- b) The Sahara
- c) Gobi
- d) Of his mind

# **OUESTION**

- In Chase you play what?
- a) A stuntman
- b) A stuntgirl
- c) A stuntchild
- d) A stunted growth

# **OUESTION**

What innovative feature does the superb looking Project Ego boast?

- a) 4D grass
- b) The main character ages with time
- c) Infinite polygons
- d) Pantaloons

# 08 QUESTION

Jedi Starfighter is based on which Star Wars film?

- a) A New Hope
- b) Return of the Jedi
- c) Attack of the Clones
- d) The Phantom Menace

# **OUESTION**

Sneakers stars which kind of animal?

- a) Mouse
- b) Ferret
- c) Squirre
- d) Moo-cows

# 10 QUESTION

Which Premiership footie club does Guilty Spark manage?

- a) Leeds Utd
- b) Liverpool
- c) Arsenal

# 11 QUESTION

Where was the recent E3 show held?

- a) Dorchester
- b) Las Vegas
- c) Los Angeles
- d) New York

# **OUESTION**

What role does Kendall play in the XBM team this month?

- a) Cleaner
- b) Demolition Expert
- c) Seductress
- d) Cheese tester

# **OUESTION**

Which two games are depicted in this particular screenshot?

- a) BC and Splinter Cell
- b) Metal Gear Solid 2: Substance & Project Ego
- c) Panzer Dragoon and Commandos 2
- d) Morrowind and Legends of Wrestling

## OW DID 'OU DO?

- 19 20 Top boy. Star pupil. Do you want
- 13 18 Getting there. A decent effort, but a few lapses in concentration have cost you a top mark. .....B
- 7 12 Decidedly average. Must pay more attention and try harder in class....C
- 0 6 Abysmal. Have you read any of this issue? We suggest that read the whole of the mag from beginning to end. And then try

# **QUESTION**

Which game is screenshot taken from?

- a) Tork
- b) Blinx
- c) Jedi Starfighter
- d) Antz Racing



# 18 OUESTION

Which legendary Japanese developer is in charge at Smilebit?

- a) Shigeru Miyamoto
- b) Hideo Kojima
- c) Takayuki Kawagoe
- d) I just do eyes man
- 19 QUESTION

Star Wars: Knights of the Old Republic is set how many years before the films?

- a) 2000
- b) 3000
- c) 4000
- d) 5000

#### **QUESTION** 20

In the new Metal Gear game you can play certain parts with which character?

- a) Colonel Campbell
- b) Ninja
- c) Vamp
- d) Revolver Ocelot

**ECK YOUR** 

# **14 QUESTION**

Circus Maximus is based on what ancient Roman sport?

- a) Chariot racing
- b) Gladiatorial combat
- c) Wren teasing
- d) Synchronised belly shaking

# **15 QUESTION**

Blinx is what kind of animal?

- a) A rabbit b) A cat
- c) A bear
- d) A rhino

# 16 QUESTION

What sport is featured in the new Dead or Alive game?

- a) Mud wrestling b) Rugby
- c) Football
- d) Volleyball

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August www.elderscrolls.com

**MORROWINI** 



XBOX.TOTALGAMES.NET

...you could actually see out the time you spend in prison in Morrowind - play and survive in that environment? It would add a brilliant new dimension to the story



you: "You'll fit right in." Whether you do choose to fit in or live as an outlaw will be entirely up to you as the possibilities in this, the latest installment of The Elder Scrolls series, are vast.

the beginning of the game tells

In this huge environment the variety of ways that you can approach the game is one of Morrowind's real strengths. Your interaction with other characters, classes, races and the factions found in every town will have a strong bearing on the way that you progress. To begin with this can seem overwhelming and you may find yourself floundering somewhat or simply having no idea what to do because of the sheer number of possibilities in the game. The environment is very much alive with the hustle and bustle of trade, rumours and secrets, foul play and characters just trying to make a living. Embracing all this will take some

time (there are no two ways about it) and as much as this is an element that will provide a great deal of appeal to some it will, in turn, put a lot of people off.

IN CLOSE-UP

Virtually everything in the buildings can

> be pilfered should vou so desire. Get ready to run though, because

the owner will come over fists flying!

Persistence and patience, though, will be rewarded as your character hones his skills in combat, stealth, magic and general athletic ability amongst others. While the game can be very frustrating at first, the further you get into Morrowind and refine your skills the more opportunities that present themselves to you.

The content of Morrowind is, we are informed, the same as the PC version - with shorter loading times on Xbox. Here is potentially one of

steps. A more useful one can be found in your inventory



People turn and face you as you enter their dwellings. They'll ask you if you have any questions and will help unless they have heard bad reports



# STEP INTO A WORLD WHERE NOTHING IS QUITE AS IT SEEMS...

# THE ELDER SCROLLS III: MORROWIND

# **CONTENTS**

Morrowind



**Antz Racing** 

Aggressive Inline

## BREAD!:

Red clouds mean it's time to die - and time to make a drink as it loads again.

Amongst the many female mutations that inhabit the lands of Morrowind there are occasionally some normal looking girls.

#### ▼ EN GARDE:

**Battles last** precious little time in Morrowind as you are often swiftly butchered.



# . THE COPS!

Break the law and you'll be captured and punished. Whether you nick something insignificant or stab someone the Law will be onto you. Before they catch you, you'll be regarded as a criminal and, as such, people will be unwilling to help you . Once the 'Feds' do catch you it's a choice between a fine, jail or immediate death. Marvellous.



**MUST BE ON MUSHROOMS:** Some of the architecture in the game is sci-fi/fairy tale. We're still looking for a house made of sweets though.

Aunius Autrus



"YOUR INTERACTION WITH OTHER CHARACTERS, CLASSES, RACES AND THE FACTIONS FOUND IN EVERY TOWN WILL HAVE A BEARING ON THE WAY THAT YOU PROGRESS"

our main bones of contention although we have so far seen only preview code the loading times were intolerable. If this is not addressed players' patience will be sorely tested. Other negative aspects to what we've seen so far are the fluctuating frame rate (from smooth to downright dreadful), awkward camera angles that really obscure the view, rather ropey combat control and some dreadful pop-up and fogging.

The idea behind Morrowind is solid - let's hope that the aforementioned problems can be rectified to bring a high quality RPG to the big black and green box. DAN



cost you a pretty penny to get to some places.

The appeal of Morrowind is unlikely to spread further than serious RPG fans. The pace of the game and sheer scale will do little to make others feel that they are actually achieving anything or at times heading anywhere. Despite the obvious quality of the idea and the level of work that has gone into some parts of the game, other elements let it down badly. Hopefully these problems will be addressed before release



SUMMARY: With patience Morrowind may absorb you



AN XBOX EXCLUSIVE WORTH BRAGGING ABOUT!

ENGLAVI

hen we exclusively got our hands on this game last issue we were instantly taken aback by its sheer beauty. Now this could've been because at the time we were playing games like All-Star Baseball, Test Drive, New Legends and SSX. But one month on we can safely say that this initial first date thrill was far from being unfounded.

A third-person hack and slash, shooter, adventure - Enclave is being developed exclusively for the Xbox and looks all the better for it. This isn't just an average port based on an inferior system that has been given the shine and polish for a new console.

> Not all the characters are against you. You get

the odd few NPC's who offer side quests or must be

saved from

hordes of

opposition

Instead this game takes full advantage of the console, offering you a unique (play as evil or good) and enjoyable (kill things) experience with some seriously tasty-looking visuals. The gothic medieval settings for the action in this game are very grandiose and the architecture often forces you to do a double take. Of course, looks aren't everything and a game like this should offer some engaging gameplay which it does. The number of bizarre character classes and variety of weapons alone kept us coming back again and again. This is exactly the kind of game the Xbox needs. MIKE

"THIS GAME TAKES FULL ADVANTAGE OF THE CONSOLE, OFFERING YOU A UNIQUE AND ENJOYABLE EXPERIENCE

XBOX.TOTALGAMES.NE

EXTRA INTERVIEW

As well as all the clubs, swords, crossbows and other such pain-inducing weapons you get to use the occasional piece of magic. This comes in the form of magic staffs that throw off fireballs to the slightly subtler but equally devastating poisoned daggers. Hit someone with a poisoned weapon and they slowly die, their life force ebbing away before your very eyes. Of course, they still come after you but it makes for a very handy weapon when you've got multiple opponents



# WHAT IF...

...this game included some playable creatures? You can run around as a goblin or an elf in Enclave but why not a huge fire-breathing dragon?



IN CLOSE-UP You collect money

which can be used to buy new weapons and equipment. The heavy armour is a good investment if only to make your look cool

make you grateful that you got Xbox. It may have been possible on other consoles, but with those high-res

# ANTZ EXTREME RACING 🦱

Playing this game is a joy. Right from the moment you choose and kit out your character at the start with various spiky weapons to the moment you're facing off against a huge demon you'll have a smile on your face. You can double the size of that smile should you play on the dark side of the game. There's nothing quite like taking over and destroying a world. In fact, there's only one major worry we have about this game - the lack of multiplayer. Hopefully the single-player

game can withstand a good few months of extreme punishment.

SUMMARY: Looks great and is fantastic to play



STER MELEE: You can, if you want to, play this game from a first-person view, but it makes the hand-to-hand combat unnecessarily awkward.

▲ BOMB THE BASS: A few of the character classes on each

side get to use some crude, ear-shattering explosive devices.



# ANTZ EXTREME DON'T FOLLOW

ORDERS BUT MAKE SURE YOU FOLLOW THE TRACK...





he inclusion of the word 'Extreme' in the title may make us cringe to the point of serious bodily pain but you can't help but notice a game that is paying respect to a classic movie. We say paying respect because Antz came out way back in 1998, so any cash-in opportunity has pretty much dried up.

Anyone who has seen the film will instantly recognise the characters (such as soil relocation engineer Z) and several exotic environments that have been retained for this game. The game does attempt to work some kind of story into the mix but we're not going to patronise you by telling it. This is a plain and simple kart-style racing game with a few nice ideas.

In fact, Antz Extreme Racing is a stewing pot of ideas. The races themselves are split between driving, running, boarding (hence the Extreme name) and flying. Several games of its type have tried to mix a couple of these modes before but this has got to be the first to offer all four! Check back next month to see if this variety is worth it.

MIKE

## **ANTZ IN YOUR PANTS**

From what we've played so far Antz Racing does hold some promise but it does seem like any other kiddy racing game. The variety of racing styles should help to distance it from the generic colony. The talented Woody Allen incredibly took just 5 days to record the voice of Z for the film - lets hope that a little more time is put into this game.



0/650

You get the feeling that the owners of this house didn't really plan on receiving guests anytime soon.







# INFORMATION

Microsoft Develope Mediaquest Platformer Estimated Release August 1-4 www.microsoft.com /games/Xbox/sneakers.asn

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# SNEAKERS

# AN INTERESTING TAIL TO TELL...

adly, this is not a game of the espionage thriller starring Robert Redford and Sidney Poitier (which would've been ace) but a curious battle game starring mice. It's safe to say that this is a very strange title. It should come as no surprise then that this (under the name Nezmix) was a launch title in Japan. At first the game wasn't going to make it over here but thankfully Microsoft has finally come to its senses and decided to give it a go.

Aimed at the kids market in Japan the game puts you in charge of a band of mice that are trying to get their food back from a group of rats - who are

obviously evil. Now in reality we know the rats would kick ass over domestic pet mice but therein lies half the challenge. Lead this group of furry rodents through numerous battles set in human-sized locations that offer the same kind of advantages and problems of most Army Men games. The only difference being this game doesn't make you want to instantly slit your own wrists. See if the cute mice can handle the British market next month. MIKE

"IN REALITY WE KNOW THE RATS WOULD **KICK ASS OVER DOMESTIC PET MICE"** 



After the average spiky attempt by Crash Bandicoot at creating fur we were a little bit dubious as to whether or not a developer would pull this one off. You have to admit though, this does look pretty good.







...this game included a twoplayer cat and mouse deathmatch? Of course you'd have to have some suitable bone-crunching sound effects.



IDE WORLD: An assault course this size would be enough to finish us off let alone these little guys.

KA-RAT-E: Kickboxing ninja rodents. This is definitely the kind of thing that would only happen in Japan.

The fact Microsoft was cautious about releasing

this over here warrants





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# NEXT ISSUE









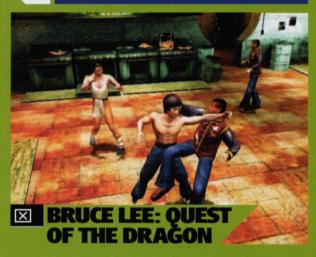


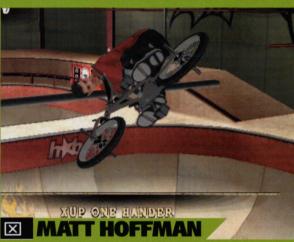






# **REVIEWS**







# **PREVIEWS**

Baldur's Gate II: Dark Alliance



Kelly Slater's Pro Surfer



Conflict Desert Storm



**Turok Evolution** 



# **IN PROGRESS**



# **MACE GRIFFIN BOUNTY HUNTER**



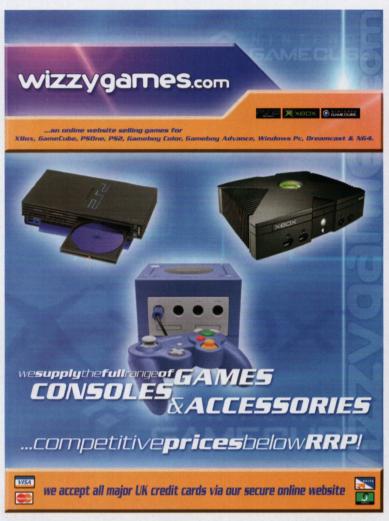


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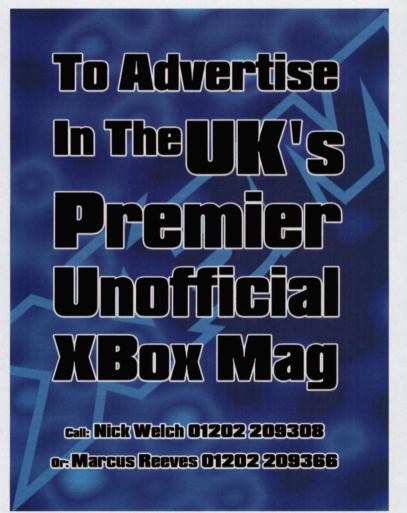
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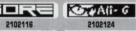
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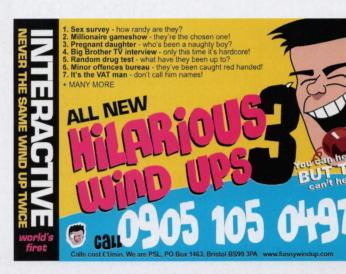
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5854 JAUHHOUSE ROCK - EUUS PRESLEY
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# 4-3-3 GUILTY SPARK

Leeds United has a new manager. Guilty Spark recounts his first month in charge at Elland Road in the first instalment of his Championship Manager diary.







Just handed my CV to the Leeds United chairman; he was suitably impressed. Yrouble

The FR are a suspicious lot. My first three games in charge, they have just told me,

Received an update from our physio this morning. Apparently, Michael Bridges will be

Okay, I've got £22m to spend. Edgar Davids, I reckon, would be a good buy now that

he's rehabilitated. Bid £17m. If I don't get Davids (aka Cat from 'Red Dwarf'), my £9m bid

for Joe Cole could make a good fallback. And Wayne Bridge would complete the back line

My first few fixtures now won't include the visit of Liverpool, after all, I'm told,

because the game is postponed until September thanks to a clash of fixtures. Still, visits

Finally heard back from Juventus, West Ham and Southampton. None will play fair; all

of my hids were rejected. Southampton, laughably, wouldn't sell to a 'rival' Premiership

club. Hear that? Since when have Southampton rivalled Leeds, eh? Hmph. Maybe I'd better

Now I know he's a German, and he's one of the more arrogant ones, but Steffen Effenberg is undoubtedly a good player. I've bid £4m for him in the hope that, since

release him. Oh, and I've also hid for Derby's Lee Morris. Why, you ask! Well every time

he's appeared for the hapless Rams, he's impressed with his speed and control. And at

he's in his last year under contract at Bayern Munich, the club will be obliged to

back in action within three months. Excellent, Looking at my squad, I think the central midfield could do with a bit of shoring up—David Batty's getting on, and Seth Johnson was a duff-buy of O'Ceary's. (What was he thinking!) And a new left-back might be a

good idea, considering lan Harte's defensive foibles. It's time to go shopping!

to Old Yrafford and St James's Park aren't to be sniffed at...

are away to Man United, home to Liverpool and away to Newcastle. Hothing like being thrown in at the deep end. Hot to worry, though, I've got a good squad of players here.

is, the Leeds United directors expect the club to mount a 'serious Championship

challenge' this season. Oh dear. Well, I'll give it my best shot.

perfectly. So, a bid of £5m.

set my sights a bit lower.

£im, you can't argue...

July 18

per week (that's more than t get, so i'm not surprised) and he's now a Leeds player. He's gone to get his head shaved so as to fit in here at Elland Road.

## August 2

Bayern want 25m for Effenberg, so I've offered that princely sum. Meanwhile, Lee Morris has gone and picked up a calf strain—he'll be out for three weeks, no doubt living it up at the club's expense. Creat.

## August 4

Right, my first Premiership game of the season. Old Yrafford. I haven't the least shred of confidence in lan Harte's ability to tackle or mark, so I set my stall out thus: Martyn, Mills, Ferdinand, Woodgate, Matteo, Bowyer, Batty, Dacourt, Kewell, Viduka, Fowler. Yhings start badly when Robbie Fowler hups off with an injury of some description after just thirteen minutes; I replace him with Robbie Keane. By halftime, though, I'm 2-0 down, Veron and Yorke (presumably back on the straight and narrow) having scored for them. Dacourt's having a stinker, so in his stead I bring on young Stephen McPhail, just to see what he can do. But with a few minutes to go, Beckham scores a trademark free kick (Nigel, I told you to stand on the other side of the goal to haffle him) and a minute later Ryan Giggs makes it 4–0 to them. Bitterly disappointed with our lads' performance, but at least things can only get better.

The good news, after the catastrophe in Manchester, is that Robbie Fowler will only be out for a week. The bad news is that the board are already calling for my head—well not quite, but they are unhappy. So am I. What's more, I receive news that afternoon of Steffen Effenberg rejecting a move. Presumably he's not been on the Yorkshire weather, I don't blame him.

# August 6

Since loaning players is all the rage, I put in an audacious bid to borrow Steve McManaman from Real Madrid. The offer is duly rejected and I give up the idea of using such cheap tactics.

Roma—as in AS, the richer-than-rich Italian giants—have just bid £800% for Paul Robinson, my second-choice keeper. Of course, I told them what they could do with their lire! Honestly, the cheek of it.

Arrived at the training ground this morning to find that Danny Mills, our resident 'hardman', has hurt his neck. He'll be out for ten days, and he'll miss the trip to Newcastle at the weekend. Hmm. . .

## August 10

Thanks to the last manager's sloppiness, we're only in the UEFA Cup this season. Anyway, we've been dawn against Bray Wanderers of Ireland in the first round Frankly, after last week's performance, I think our chance of progressing is pretty slim.

## August 11

Without Robbie and Danny, I've had to shake things up a bit for the trip to Geordieland. And just to show Roma why their hid was turned down, we line up like this: Robinson; Matteo, Woody, Rio, Harte; Smith, Dacourt, Bowyer, Kewell; Viduža, Keane. Just before half-time, things look up: Rio heads a goal from a Harry Kewell cross to give us the lead. But we're robbed of two points when Craig Bellamy scores for them just after my (osviously inspirational) half-time team talk. Hot had, though, and certainly an improvement on last week's outing. Nigel, move over: Paul Robinson got an eight.

# July 29

Man United beat Liverpool 3-0 in the Charity Shield. Not that it matters—they're both scum.

# August 1

Yes! Derby have accepted my bid of £im, Lee Morris has accepted £8000

Despite not having scored yet this season, Mark Yiduka requests a move—unless we pay him even more. And despite him not having scored yet this season, I get him to sign a contract that features a £5m signing—on fee. Was that a good move! We'll see. . .



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# SKIDMARKS GUARANTEED

"Instantly enjoyable"
Official XBOX Magazine



IUNTER









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